
Ariel

You are Ariel, former Princess of Atlantica, and current Queen of Europa. You traded your old life away for a chance at love, and now seek to save your family and earn the respect of Europa.

Born as the mermaid princess of Atlantica to your father, King Triton and your mother, Queen Athena, your early childhood was a happy one. Your family doted on you, and you were a princess - loved by all, and without a care in the world. You loved your little sister Adriana from the moment she was born - and for a short time, you were one big, happy family.

That changed abruptly, however, when your mother disappeared when you were only 9 years old. The realization that one of your parents was well and truly gone left an unmistakeable hole in your life. Had she really loved you? Had she left *because* of you? At some level, you knew that these thoughts were ridiculous. At another level, you couldn't get them out of your head.

You started to pull away from your family, from your duties, and distance yourself from them. You couldn't be fully invested here anymore - something had changed. It didn't take long for you to express your restlessness by joining the Explorer's Guild, led by your Uncle Osiris. Here, at least, there was a bit of escape. Here, they didn't treat you like a princess. Here, you could explore, carefree, and find yourself even as you found treasures in the ruins. It was the perfect escape. You even met your first commoner friend who you nicknamed Flounder, a priest of the Church of the Tides and great buddy for adventure. Together, you had many adventures under the sea, and the hole in your heart filled, just a little.

Years passed in relative stability. The memories of your mother's abandonment had all but faded from your mind. It was just a routine exploration - one like any other - when your life changed once again. Alone on an adventure for once, you noticed a ship passing by far above, and against your better judgment, you rose to the surface to see. Upon that ship, high above the waves, you saw a human so blindingly handsome that you nearly choked yourself staring at him in the open air. It was at that moment that you knew what was missing in your life up until then. You had been born a mermaid when your destiny all along had been to be a human.

The next few days were a blur. You were in a haze of memory so deep and impenetrable that you weren't quite sure *how* you came to be standing in front of Ursula, one of the most dangerous and powerful magicians beneath the sea. But the sight of her in all of her splendor soon broke you from your reverie.

At first it looked like what you were asking was too illegal even for Ursula, but just when you despaired, she agreed to help you. Ursula offered you a ten page contract, which you glanced through. The terms were acceptable, albeit stiff. If you succeeded in finding love within a month, you would retain your legs. If you failed to find true love though, your soul would be forfeit to Ursula. You signed the contract without hesitation. You had no doubt that you and Eric were soul mates and he would fall in love with you in a heartbeat once Eric met you.

Unfortunately for you, there was some fine print in the contract that you missed on your initial reading. Once you had succeeded in wooing Eric. Ursula slipped into Eric's castle and revealed your folly. Your success in finding true love saved your own soul, but at the price of your second born child's soul. You were devastated, but before you could even start to try to negotiate, Eric panicked and called the guards to haul Ursula off to the dungeons. You watched helplessly as Ursula decimated Eric's personal guard and killed Eric's brother Morgan by knocking her into the ocean from which she never surfaced. Ursula then dove off the balcony into the ocean. While around you the humans cheered their victory, you were sick at heart. A magician as powerful as Ursula, despite being heavily wounded, was back in her element - it was unlikely that the sharks could finish her.

Life on land went on though, and you and Eric were married. You struggled somewhat to be accepted by Europa. You had hoped that the birth of your offspring, Willow, would melt human hearts. Although they eagerly embraced Willow, you still felt as though you were on the fringe of acceptance. What could you do to earn the love of your adopted country?

Your father of course wouldn't speak to you any more. He forced you to cut ties with your entire family when you left the

sea by disowning you. You miss them, but the happy family you remember from your childhood years was gone long before you left, lost along with your mother when you were 9. At least with Eric you have a family with a father that didn't sink into endless depression. Eric is there for Willow in a way that Triton was **never** there for you.

Despite being human, you retained your ability to communicate with ocean creatures. A few years ago, a seagull turned up outside your window with a fish in its mouth. The fish relayed an urgent message from your contacts in Atlantica. (Despite your father's best attempts to isolate you for the "sake of Atlantica", you had non-merfolk friends who still kept in touch) Word in the underground was that Ursula had surfaced again, in disguise of course. Suddenly the old unease over Ursula's survival bloomed anew. Was she coming for your next child?

You immediately went to Eric and discussed what to do. The two of you agreed that you would have to revive your contacts in Atlantica, to try to confirm these rumors. You'd figure some way out of your contract if it turned out to be true that Ursula was still alive. You reached out to your father, apologized a thousand times to him, and begged his forgiveness. After only some cajoling, your father relented. He seems to regret the way he reacted when you left. The two of you talk occasionally at the seashore at the base of your castle. In the mean time, you banned Willow from going near the ocean. If Ursula was still alive, there was no telling what she might try to do to get revenge. You had to keep your offspring away from Ursula.

You immediately redoubled your search for clues as to how to get out of the contract. Unfortunately, with magic being so rare on land, the going was slow. Eventually you found an obscure, hand written journal about a peculiar brand of magicians that often dealt in souls. These magicians were unusual in that they had no natural magical talent of their own, but instead borrowed from spirits for their powers. These magicians, while incredibly powerful, incur huge debts as they cast spells. They are forever trying to repay them. Perhaps this information could help you deal with Ursula? If Ursula is borrowing power from spirits, you could be in major trouble. You'll have to be careful to not get ensnared in a worse situation than the one you are already in.

It was a few years before King Triton agreed to let you return to the ocean temporarily. This year is the year. You have two tickets to the Neptune Ball. This annual celebration of the new year will be made extra special by the presence of a delegation from Pacifica, as Atlantica and Pacifica try to negotiate a peace treaty. Originally, you and Eric were going to attend, but a convergence of things changed that. Eric suddenly came down with an unknown disease. Within 12 hours, Eric was having seizures and trouble breathing. You would have called off the excursion, but the situation was now dire. You were pregnant again - your second-born. If you cannot find Ursula and get her to renegotiate the terms of the contract, you will lose your second child.

When you sent word to your father that Eric was sick and would be unable to attend, Triton came to console you. You had been too harsh on him all those years ago. Now grown up, you realize that Triton really did care about you. Unfortunately, Willow had followed you down to the beach, despite the fact that it was forbidden. They saw you talking to Triton and confronted you. Like the troublesome teenager they was turning into, Willow demanded an explanation, and then threw a tantrum that you had hidden something so big as the existence of mermaids from them. As an attempt to calm Willow, your father offered them Eric's ticket to the ball if they would act with decorum. If only you could tell your father that bringing Willow was incredibly dangerous! Instead, you could only stand helplessly by as Willow ran back to the castle, ticket in hand.

Compounding your worries about Willow is the fact that they recently ran away from home. In what had to be the most stressful 3 days of your life, you searched tirelessly for your offspring, until finally finding them by the shore. Willow clams up every time you try to find out why they ran away, and where they went, so for now, you've simply grounded them for life to teach them a lesson.

The last thing Eric asked of you from his sickbed as you left was to find a way to stop the Pacifican attacks on your ships. After a brief moment of thought, you grabbed a sample of the Polio vaccine from the infirmary to bring down with you. If Polio was as big a problem in Pacifica as in Atlantica, the Polio vaccine could be a powerful bargaining chip in getting them to stop killing your people.

You and Willow were escorted to Atlantica a few hours ago by Sebastian, your father's oldest advisor, and the magician who

strictly regulates magic in Atlantica now. Sebastian cast a spell over the palace, allowing you and Willow to breath safely while anywhere on the grounds. As the evening began, you ran into your old friend, Flounder. To your mild surprise, he introduced himself as Hermes Aquilino, which you vaguely recognized as his real name. You know it's been a long time, but Flounder sure was cold to you.

As you wandered the halls of the palace this afternoon, enjoying the feeling of weightlessness that swimming gives you, you noticed two things about your old home. One was the continued presence of the palace story teller. You used to love to listen to his stories when you were little. You stopped a moment to listen again This was a new story! He spoke of a powerful magical artifact called Wishing Stone. If it truly exists, it could be a panacea for your troubles... (If you want to pursue this plot, find "The Palace Storyteller" in the palace entryway.) The other thing you noticed was more disturbing. In the palace archives, the pedestal where your mother's beautiful, heirloom Music Box (565) used to sit, is now empty. As you stared at the empty clamshell where it used to rest, a sense of dread washed over you like a cold current. You always knew the Music Box (565) was more than mere decoration, but now you were convinced that it's disappearance left Atlantica open to danger. You have to find it.

Goals

- Talk to Ursula and figure out how to get out of your contract. (Killing Ursula won't solve your problem as to do so will not void the contract.)
- As long as you are here, see if you can dig up any new clues about what happened to your mother. Your sister should be helpful in this matter.
- Repair your relationship with King Triton, and with your sister Adriana.
- Find a way to end the Pacifican attacks on your people, using the vaccine (Syringe (112)) as necessary.
- Figure out what has changed with Flounder and help him if possible.
- Keep your offspring safe!
- Find the Wishing Stone (204).
- Find the Music Box (565).

Notes

- You are no longer a member of the Explorer's Guild. Despite knowing it's inner workings, you no longer have access to their supplies.

Trivia

- The polio vaccine was developed in Oslo.
- The national dance of Atlantica is merengue.

Contacts

- King Triton (Chris Weil): Your father. You are still trying to repair your relationship.
- Willow (Ennis Rook Bashe): Your offspring, who is still grounded. They is quite a handful.
- Adriana (Aslanta Chen): Your little sister, princess of Atlantica.
- Hermes Aquilino (Brian Richburg): An old friend of yours, now among the highest ranking Explorer's Guild members. Maybe he can help you?
- Osiris (Andy Piltser-Cowan): Your uncle and leader of the Explorer's Guild.
- Pearl: Ursula in disguise. A thoroughly unpleasant individual.

Memory/Event Packets

- Open if you see a purple headband

Bluesheets

- History and Structure of Atlantican Society
- History and Structure of European Society

Greensheets

- Picking Locks

- Where is the Music Box? (out-of-game notebook)

Abilities

- First Aid

- Swing

Items

- A Beautiful Emerald Bracelet (891)

- Syringe (112)

Stats

- Combat Rating: 1
- γ : 0
- β : 0

- α : 0
- Tarot: Justice