

World of Mermaids

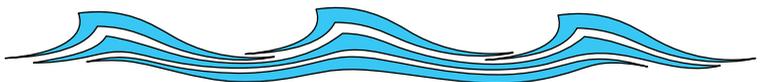
Hidden away from human eyes in the great deep live the merfolk, people born half-human and half-sea creature. Many legends surround the merfolk, carried on the tongue of many a crazy or drunken fool. Stories of the sirens that would lure sailors to their deaths by crashing their ships into rocks or sea witches with the power to summon the feared kraken spread through the lands.

Few know, however, that the merfolk truly exist, as they choose to live apart from humanity. Mostly peaceful, the merfolk have built their own kingdoms, forged their own lasting friendships, and (yes) at times had their own wars. The time of battle has long since passed and, today, the merfolk live together in harmony. They defend their borders from bandits and terrible sea monsters. They venture into the Dark Lands hoping to find lost treasures and solve untold mysteries. When they are done, many return home to the largest city in the underwater world... Atlantis.

Atlantis

The epicenter of all merfolk society, Atlantis stands as a beacon of hope for everyone. Its golden spires cast a grand shadow, which is then illuminated by the reflection of light from crystals and coral throughout the city. The last war, which ended roughly 60 years ago, was waged between all the merfolk. Each nation fought for a piece of the underwater world, none realizing the prosperity that could be created through peace. When this war ended, a king was named ruler and all merfolk became one under a single banner.

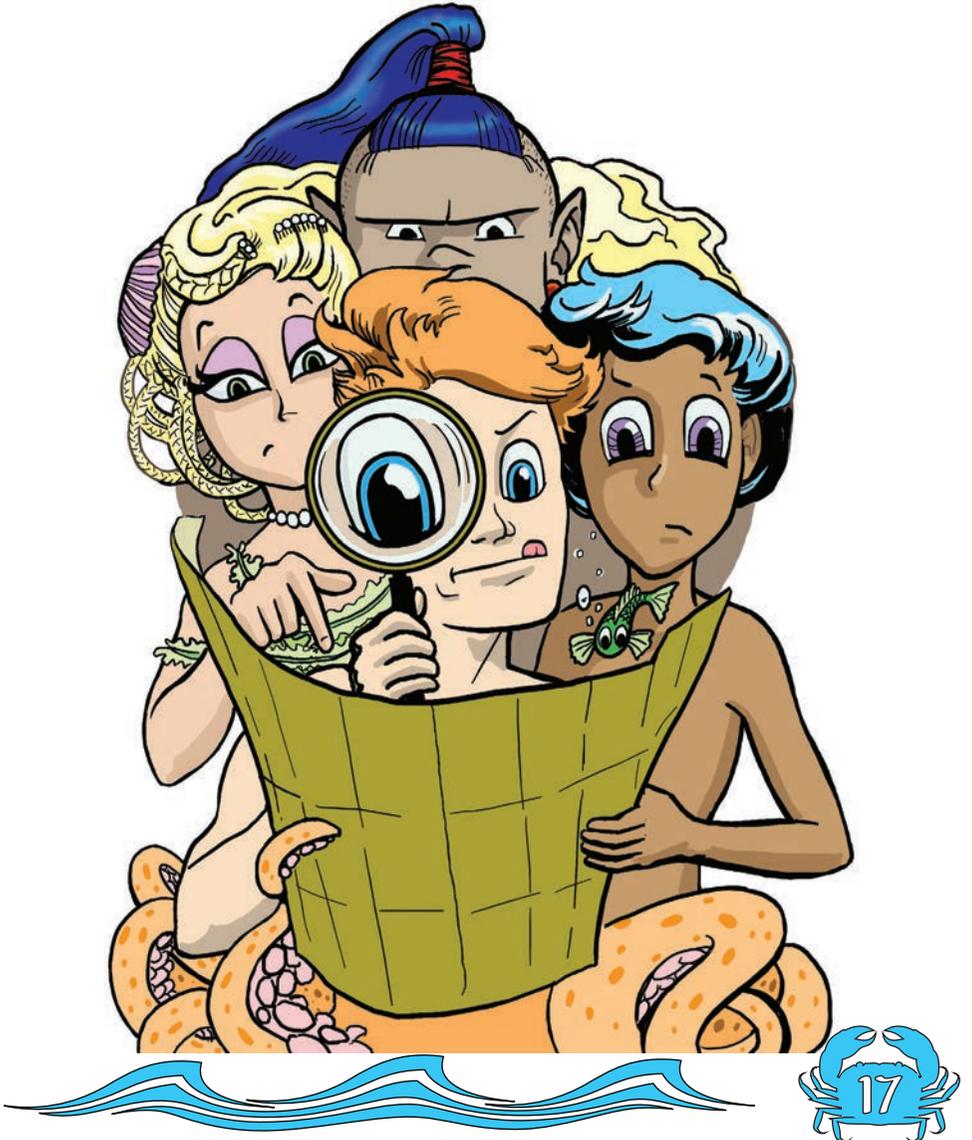
All merfolk, from any species or town is welcome to live in Atlantis in return for a hard day's work. Eelfolk have Lobsterfolk neighbors and Sharkfolk work beside Urchinfolk with no problem, and their children play and learn together. From the outside, life in Atlantis is as carefree as can be, allowing young merfolk to go on countless adventures with little reason to worry for their safety. In practice, the capital city is often the site of assassination attempts on the royal families, monster attacks from angered sorcerers or even just the target of



talented thieves looking for a big score. Even with the town guard, nothing is completely harmless, yet another reason why the merfolk need to get along and work together so well.

In honor of the alliance between the merfolk species, an Under-sea Olympics is held each year. Champions from each species face off in friendly competition, ensuring another peaceful year. The favorite sport of the merfolk is Clam Ball, where a team tries to run from one side of the field to the other with their clam before the other team can stop them. Lots of crashing into each other, but it's all in fun.

King Neptune and Queen Anastasia currently rule with gentle hands. The king is an older Fishfolk with a long beard and a golden



trident. He carries a kind smile and struggles with every decision to find the best course for Atlantis and his kingdom. Queen Anastasia is a beautiful woman of the people, using her love of music and dance to organize the largest festivals and balls for her subjects. She and her fellow Rayfolk are known to put on fantastic shows in the town square, free to all who can attend. They hope to use Atlantis as a shining example to the Dark lands of how to live.



Dark Lands

Outside the lands protected by the rule of Atlantis are the Dark Lands. This region extends to untold distances and are filled with unimaginable danger. Horrible and mystifying sea creatures are rumored to live there, as well as incredible natural spectacles (such as unstopping underwater cyclones or giant clams that can devour a merfolk in one closing).

The king's best soldiers heavily guard the border between Atlantis and the Dark Lands, and it is deemed an honor to defend civilization from outside threats. However, many venture out into the Dark Lands in search of adventure, riches or even raw resources. Some believe the region to be cursed, but there is no proof of such a claim except for the few places protected by powerful sea witch sorcery. Other bands of robbers and criminals attempt to make haven in the Dark Lands to avoid the watchful gaze of the King's Guard, but are sure to stay close to the border in case they run into something truly terrifying.

Merfolk

In the world of Mermaid Adventures, there are eight species of merfolk, each with their own personality, goals and mannerisms. For more information on how your merfolk type affects character creation, see page 58.

Fishfolk

The most numerous of all the merfolk, Fishfolk come in all shapes and sizes. Their fins and fish body reflect those of almost any kind of fish in the ocean, from the yellow and white of a clownfish to the reflective, beautiful scales of the rainbow fish. Originally hailing from the lands to the south, Fishfolk are the most curious and adventurous of all the merfolk. The wise say that all of them are destined to bring life and beauty into the world.

It is no wonder, then, that the Fishfolk make up large portions of the Atlantis army, as well as becoming of the world's best artists and

