

3. staple here

The Neptune Ball / NA
Adriana (Melissa DeMers)

Trigger: *Open if you see a
purple headband*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Adriana (Melissa DeMers)

Open if you see a purple headband:

Disregard if you have already found your mother
Wait, Mom?? She abandoned you 21 years ago! How could she show up today as if nothing had happened - and how come she didn't come to you first??

1.
fold
back
here

3. staple here

The Neptune Ball / NA
Aretis Aquilino (Maia Peirce)

Trigger: *Open if you see a
purple headband*

2. fold back here

The Neptune Ball / NA

Aretis Aquilino (Maia Peirce)

Open if you see a purple headband:

Holy shit! That's Queen Athena! She's been missing for 21 years!

3. staple here

The Neptune Ball / NA
Ariel (Rachael Monosson)

Trigger: *Open if you see a
purple headband*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Ariel (Rachael Monosson)

Open if you see a purple headband:

Disregard if you have already found your mother
Wait, Mom?? She disappeared 21 years ago! How come she didn't come to you first? You're her daughter!

3. staple here

The Neptune Ball / NA
Ash (Daniel Kane)

Trigger: *If anyone in your family finds out about your addiction, give them this packet and tell them to open it.*

1.
fold
back
here:

2. fold back here

*The Neptune Ball / NA**Ash (Daniel Kane)*

If anyone in your family finds out about your addiction, give them this packet and tell them to open it.:

You've heard of this "Red Seaweed" before. It looks like Ash is addicted to it. You will need advice on how to cure him. Take Ash to the Apothecary. Both you and Ash must put 1 hand on the sign for 30 seconds (you can force him by restraining him), then you may lift the first sign and read what is underneath.

The Neptune Ball

NA

Ash (Daniel Kane) - β Packet

Each page is a memory/event packet with a separate trigger.

staple binding along here

The Neptune Ball/NA

Open when 30 minutes pass in game if your β is 1.

Holy shit! You were looking in a mirror hanging on the wall, and you just turned invisible. This is awesome! You can go wherever you want, and do whatever you want, and no one can tell you not to because they can't see you. Wait— maybe not so cool. Your hand just went through the object you tried to pick up... *Go "not here" for 5 minutes – you are invisible and intangible. You can still hear and see everything around you, but cannot interact with it in any way.*

staple binding along here

The Neptune Ball/NA

Open when 1 hour passes in game if your β is 1.

Your throat starts to hurt really badly for a moment. Then the pain is gone. When you open your mouth to say something, only a bubble comes out – no words... *Increase your α score to 2, then go mute for 10 minutes.*

staple binding along here

staple along here

**Open when 30
minutes pass in
game if your β is 1.**

fold:
back:
here:

staple along here

**Open when 1 hour
passes in game if
your β is 1.**

fold:
back:
here:

The Neptune Ball/NA

Open when 1.5 hours pass in game if your β is 1.

staple binding along here

Dark fog starts to gather at the edge of your vision. All at once it sweeps over your sight and everything goes black. You can't see anything! *You go blind for 2 minutes. You can blink your eyes open long enough to find a wall, but after that you must keep your eyes closed for 2 minutes.*

The Neptune Ball/NA

Open when the banquet starts if your β is 1.

staple binding along here

You stare up at the ceiling as the banquet begins. Another stupid, boring royal function. A flash of motion catches your eye. A group of water sprites has gathered in one corner of the room. They chitter excitedly and swim up to you. They are all wearing tiny necklaces with red crosses on them. They appear harmless enough, although no one else seems to notice them. . . . *You can use them to heal any wounded or unconscious person or to break any attack based restraint with a 30-count, after which they are healthy, conscious, and unrestrained. You can use this ability on yourself or someone else even if you are restrained or wounded yourself.*

The Neptune Ball/NA

Open when 2.5 hours pass in game if your β is 1.

staple binding along here

The water sprites that have been following you around start to glow with an unholy light. They morph before your eyes into imps who have blood dripping from their fangs. They turn on you and attempt to attack you. Run! *The tiny demons are out to kill you. You must run away and roleplay accordingly (no one else can see them). If you are forced to stop moving for any reason, you are knocked out. After 1 minute, the ghosts dissipate.*

staple along here

Open when 1.5
hours pass in
game if your β is 1.

fold:
back:
here:

staple along here

Open when the
banquet starts if
your β is 1.

fold:
back:
here:

staple along here

Open when 2.5
hours pass in
game if your β is 1.

fold:
back:
here:

The Neptune Ball/NA

Open when 3 hours pass in game if your β is 1.

staple binding along here

A strange buzzing builds in the back of your skull. It crawls through your head, hurting worse and worse. The energy suddenly releases itself in the form of bolts of demonic purple fire from your eyes. You can't control it, and you can't turn it off. This sucks, you have to find some way to make it stop! *Perform a CR 5 wound attack on the first two people you see (unassisted; still counts if resisted). If you can't see two people, run around until you do. Tell people out of game that this is clearly beyond your control. The fire dissipates after your second attack. These attacks do not bloody you.*

The Neptune Ball/NA

Open when 3.5 hours pass in game if your β is 1.

staple binding along here

You start to feel hot... REALLY hot. An impending sense of disaster overwhelms you and you struggle to breath. Your gut tells you that everyone had better get away from you as fast as possible, especially because you are rooted to the spot and cannot move. *Open page 8 in 30 seconds.*

The Neptune Ball/NA

Open when instructed to do so.

staple binding along here

You explode in a burst of radiant, purple fireballs. *You wound everyone within 3 ZOC of you (this is not considered combat, and cannot be resisted). Your body doesn't exist anymore, so carry all of your items out of game and fill out a death report.*

staple along here

Open when 3
hours pass in
game if your β is 1.

fold:
back:
here:

staple along here

Open when 3.5
hours pass in
game if your β is 1.

fold:
back:
here:

staple along here

Open when
instructed to do
so.

fold:
back:
here:

The Neptune Ball

NA

Ash (Daniel Kane) - Questions

Each page is a memory/event packet with a separate trigger.

staple binding along here

The Neptune Ball/NA

Start with this page open pre-game. You may read through it before game start.

This packet represents the list of questions your dealer provided you with. You do not have to get them answered in order. Luckily, you have a pretty good idea of who to ask each question to. Talk to the correct person about the topic for **1 minute**. You must actually engage them about the topic for this time. It doesn't count if they ignore you or refuse to say anything. Once you have talked to the person, you must tear the page out of the notebook within **2 minutes** of concluding the conversation, open it up, and label it as an in-game item on both sides. This represents you having gleaned the necessary information and recorded it in a notebook.

You have arranged to meet your dealer at 2:15 pm, 3:15 pm, 4:15 pm and 5:15 pm. You will be able to provide him the answers in exchange for hits of Red Seaweed (632). Meet your dealer by finding the The Entrance to the Servants' Quarters. Interact with the sign by putting both hands on the sign for 30 seconds, then deposit as many answered question items as you like packet A. Then take an equal number of Red Seaweed (632)s from packet B.

staple binding along here

The Neptune Ball/NA

How powerful is the Atlantican military? (Ask Gladius)

This is a notebook page with a fairly detailed description of the strengths and weaknesses of the Atlantican military.

staple binding along here

staple along here

**Start with this
page open
pre-game. You
may read through
it before game
start.**

fold:
back:
here:

staple along here

**How powerful is
the Atlantican
military? (Ask
Gladius)**

fold:
back:
here:

The Neptune Ball/NA

How unified is Atlantica politically? (Ask King Triton or Manta)

staple binding along here

This is a notebook page with a fairly detailed description of the political landscape of Atlantica.

The Neptune Ball/NA

Can Atlantica afford another war? (Ask Morvyn)

staple binding along here

This is a notebook page with a fairly detailed description of Atlantican economics.

The Neptune Ball/NA

How loyal are Atlantican citizens to the King? (Ask Claudia/Osiris)

staple binding along here

This is a notebook page with a fairly detailed description of popular sentiment toward King Triton.

staple along here

How unified is
Atlantica
politically? (Ask
King Triton or
Manta)

fold:
back:
here:

staple along here

Can Atlantica
afford another
war? (Ask Morvyn)

fold:
back:
here:

staple along here

How loyal are
Atlantican citizens
to the King? (Ask
Claudia/Osiris)

fold:
back:
here:

The Neptune Ball/NA

Are you willing to pass sensitive information to unknown buyers for a price? (Ask Hermes)

staple binding along here

Aretis is / is not (*circle one*) willing to pass information.

The Neptune Ball/NA

How loyal are Pacificans to the Queen? (Ask Jared)

staple binding along here

This is a notebook page with a fairly detailed description of the Pacifican political landscape.

The Neptune Ball/NA

What is the current state of Pacifica's military? (Ask Jared or Valerie)

staple binding along here

This is a notebook page with a fairly detailed description of the strengths and weaknesses of the Pacifican military.

staple along here

**Are you willing to
pass sensitive
information to
unknown buyers
for a price? (Ask
Hermes)**

fold:
back:
here:

staple along here

**How loyal are
Pacificans to the
Queen? (Ask
Jared)**

fold:
back:
here:

staple along here

**What is the current
state of Pacifica's
military? (Ask
Jared or Valerie)**

fold:
back:
here:

The Neptune Ball/NA

How likely is Europa to get involved in an undersea war? (Ask Ariel)

staple binding along here

This is a notebook page with a fairly detailed description of Europa's political stance on undersea wars in general.

The Neptune Ball/NA

How would Atlantica react to a draft? (Ask Gladius)

staple binding along here

This is a notebook page with a fairly detailed description of popular Atlantican opinion on a military draft.

The Neptune Ball/NA

How strong is the Assassin's Guild militarily? (Ask a member of the Assassin's Guild)

staple binding along here

This is a notebook page with a fairly detailed description of the military power of the Assassin's Guild.

staple along here

How likely is
Europa to get
involved in an
undersea war?
(Ask Ariel)

fold:
back:
here:

staple along here

How would
Atlantica react to a
draft? (Ask
Gladius)

fold:
back:
here:

staple along here

How strong is the
Assasin's Guild
militarily? (Ask a
member of the
Assassin's Guild)

fold:
back:
here:

The Neptune Ball/NA

About how many magicians are there in the Magician's Guild? (Ask an Atlantican Magician)

staple binding along here

This is a notebook page with a fairly detailed description of the strength of Atlantica's Magician's Guild.

staple along here

About how many
magicians are
there in the
Magician's Guild?
(Ask an Atlantican
Magician)

fold
back
here

3. staple here

The Neptune Ball / NA
Claudia (Dana Murphy)

Trigger: *Open if you see a
purple headband*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Claudia (Dana Murphy)

Open if you see a purple headband:

Holy shit! That's Queen Athena! She's been missing for 21 years!

1.
fold
back
here

3. staple here

The Neptune Ball / NA
Damien (David Lo)

Trigger: *W packet*

2. fold back here

*The Neptune Ball / NA**Damien (David Lo)****W packet:***

Damien is clearly researching the history of the war – your past. He might help you prove that Neptune kidnapped and raped your mother, leading to your conception. But at the same time, you can't fully trust him. Mentioning Jade should be enough to set Damien on th right track without giving too much away.

3. staple here

The Neptune Ball / NA
Gladius (Wael Salloum)

Trigger: *Open if you see a
purple headband*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Gladius (Wael Salloum)

Open if you see a purple headband:

Oh shit. Iris has revealed herself as Athena - you were afraid this was going to happen. Triton is going to be pissed, and you may very well lose her...

The Neptune Ball

NA

**Gladius (Wael Salloum) - Background
Checks**

staple binding along here

Each page is a memory/event packet with a separate trigger.

The Neptune Ball/NA

Open if you do a background check on badge 481.

staple binding along here

This is the King's sister. She is paranoid but harmless. She is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 531.

staple binding along here

This is the King. Triton has no secrets to hide. He is not your suspect.

staple along here

**Open if you do a
background check
on badge 481.**

fold:
back:
here:

staple along here

**Open if you do a
background check
on badge 531.**

fold:
back:
here:

The Neptune Ball/NA

Open if you do a background check on badge 580.

staple binding along here

Iris's history is incomplete. No records of her extend more than 21 years back. This is unsurprising as this is when she fled the capital. On the other hand, Athena has no history beyond 34 years ago, despite being considerably older than that. . . She is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 649.

staple binding along here

This old merman is part of the Merchant's Guild. Oddly enough, He has no records more than 10 years back. . . . He is not your suspect though.

The Neptune Ball/NA

Open if you do a background check on badge 237.

staple binding along here

This young mermaid has no records more than 10 years back. . . . She is not your suspect though.

staple along here

Open if you do a
background check
on badge 580.

fold:
back:
here:

staple along here

Open if you do a
background check
on badge 649.

fold:
back:
here:

staple along here

Open if you do a
background check
on badge 237.

fold:
back:
here:

The Neptune Ball/NA

Open if you do a background check on badge 312.

staple binding along here

This mermaid seems to be connected to the the growing black market for children. Something smells fishy here.

She is your suspect. You may open page 2 of your research notebook entitled "Persuing the Mafia".

The Neptune Ball/NA

Open if you do a background check on badge 270.

staple binding along here

This is the Princess. She has nothing to hide and is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 386.

staple binding along here

Ariel is now Queen of Europa. She can't be involved with the mafia and is not your suspect.

staple along here

Open if you do a
background check
on badge 312.

fold:
back:
here:

staple along here

Open if you do a
backgrnd check
on badge 270.

fold:
back:
here:

staple along here

Open if you do a
background check
on badge 386.

fold:
back:
here:

The Neptune Ball/NA

Open if you do a background check on badge 143.

staple binding along here

A kid? A *human* kid? Really? he's not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 615.

staple binding along here

Sebastian has a very interesting history, with many... suspicious... gaps. Whatever he is up to, you should definitely keep an eye on him. He is not your suspect though.

The Neptune Ball/NA

Open if you do a background check on badge 276.

staple binding along here

As a Pacifican, your information on Mirage is limited. But from what you can tell, she seems to appear out of nowhere about 3 years ago. She is not your suspect though.

staple along here

Open if you do a
background check
on badge 143.

fold:
back:
here:

staple along here

Open if you do a
background check
on badge 615.

fold:
back:
here:

staple along here

Open if you do a
background check
on badge 276.

fold:
back:
here:

The Neptune Ball/NA

Open if you do a background check on badge 397.

staple binding along here

As a Pacifican, your information on Valerie is limited. Records do indicate that Valerie seems to have gone to great lengths to have a child, but she is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 271.

staple binding along here

As a Pacifican, your information on Jared is limited, but Jared is the Prince of Pacifica, without anything to hide. He is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 347.

staple binding along here

As a Pacifican, your information on Damien is limited, but he appears to have no record beyond 17 years ago. He is not your suspect though.

staple along here

Open if you do a
background check
on badge 397.

fold:
back:
here:

staple along here

Open if you do a
background check
on badge 271.

fold:
back:
here:

staple along here

Open if you do a
background check
on badge 347.

fold:
back:
here:

NA

staple binding along here

staple binding along here

staple binding along here

Open if you cast Tarot for badge 531. Need: The Emporer, The Tower, 531's "Tarot Score".

Never trust a magician. The same witch who took your daughter from you comes now for your soul.

staple along here

Open if you cast
Tarot for badge
481.

Need: Death,
Hanged Man, 481's
“Tarot Score”.

fold:
back:
here:

staple along here

Open if you cast
Tarot for badge
531.

Need: The
Emporer, The
Tower, 531's “Tarot
Score”.

fold:
back:
here:

	The Neptune Ball/NA	Open if you cast Tarot for badge 580.Need: The High Priestess, The Empress, 580's "Tarot Score".
staple binding along here	Your lover plans to betray your country.	

	The Neptune Ball/NA	Open if you cast Tarot for badge 598.Need: The Empress, Strength, 598's "Tarot Score".
staple binding along here	Your lover is marked for death by an old friend.	

	The Neptune Ball/NA	Open if you cast Tarot for badge 237.Need: The Chariot. The Magician, 237's "Tarot Score".
staple binding along here	One of the cornerstones of your power is crumbling.	

staple along here

**Open if you cast
Tarot for badge
580.
Need: The High
Priestess, The
Empress, 580's
“Tarot Score”.**

fold:
back:
here:

staple along here

**Open if you cast
Tarot for badge
598.
Need: The
Empress,
Strength, 598's
“Tarot Score”.**

fold:
back:
here:

staple along here

**Open if you cast
Tarot for badge
237.
Need: The Chariot.
The Magician,
237's “Tarot
Score”.**

fold:
back:
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 312.Need: The Hierophant, Death, 312's "Tarot Score".

staple binding along here

To ruin a mother, look to the child.

The Neptune Ball/NA

Open if you cast Tarot for badge 270.Need: Judgement, The Empress, 270's "Tarot Score".

staple binding along here

Your mother entered the Neptune Ball alive but may never leave it.

The Neptune Ball/NA

Open if you cast Tarot for badge 386.Need: The Hermit, Wheel of Fortune, 386's "Tarot Score".

staple binding along here

This is no longer your world. Something has rotted within the Explorers Guild, and the Magicians Guild schemes against the throne.

staple along here

Open if you cast
Tarot for badge
312.

Need: The
Hierophant, Death,
312's "Tarot
Score".

fold:
back:
here:

staple along here

Open if you cast
Tarot for badge
270.

Need: Judgement,
The Empress,
270's "Tarot
Score".

fold:
back:
here:

staple along here

Open if you cast
Tarot for badge
386.

Need: The Hermit,
Wheel of Fortune,
386's "Tarot
Score".

fold:
back:
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 143.Need: The Fool, The High Priestess, 143's "Tarot Score".

staple binding along here

You are in great danger from magic, but it is also your greatest opportunity.

The Neptune Ball/NA

Open if you cast Tarot for badge 615.Need: The Hanged Man, The Magician, 615's "Tarot Score".

staple binding along here

The Tarot reveals your malicious intentions for the kingdom. Act quickly, or your opportunity may be lost.

The Neptune Ball/NA

Open if you cast Tarot for badge 276.Need: The Lovers, The Tower, 276's "Tarot Score".

staple binding along here

Great military tacticians know more than one way to remove someone from the picture.

staple along here

**Open if you cast
Tarot for badge
143.
Need: The Fool,
The High
Priestess, 143's
“Tarot Score”.**

fold:
back:
here:

staple along here

**Open if you cast
Tarot for badge
615.
Need: The Hanged
Man, The
Magician, 615's
“Tarot Score”.**

fold:
back:
here:

staple along here

**Open if you cast
Tarot for badge
276.
Need: The Lovers,
The Tower, 276's
“Tarot Score”.**

fold:
back:
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 397.Need: The World, Strength, 397's "Tarot Score".

staple binding along here

The safety of all you hold dear rests with you. Never forget that knowledge is power.

The Neptune Ball/NA

Open if you cast Tarot for badge 271.Need: Temperance, The Chariot, 271's "Tarot Score".

staple binding along here

The King is being influenced by a trusted adviser. As long as they are in the way, the treaty is in danger.

The Neptune Ball/NA

Open if you cast Tarot for badge 347.Need: The Sun, The Fool, 347's "Tarot Score".

staple binding along here

Beware the innocent and the seemingly innocent. One travels unseen with more skill than even an Assassin, and the other harbors a powerful hunger.

staple along here

Open if you cast
Tarot for badge
397.

Need: The World,
Strength, 397's
“Tarot Score”.

fold:
back:
here:

staple along here

Open if you cast
Tarot for badge
271.

Need:
Temperance, The
Chariot, 271's
“Tarot Score”.

fold:
back:
here:

staple along here

Open if you cast
Tarot for badge
347.

Need: The Sun,
The Fool, 347's
“Tarot Score”.

fold:
back:
here:

1.
fold
back
here

3. staple here

The Neptune Ball / NA
Pearl (Caitlin Seal)

Trigger: *Open if you see a
purple headband*

2. fold back here

1.
fold
back
here

3. staple here

The Neptune Ball / NA
Pearl (Caitlin Seal)

Trigger: *Open at 3:00*

2. fold back here

The Neptune Ball / NA

Pearl (Caitlin Seal)

Open if you see a purple headband:

Holy shit! That's Queen Athena! She's been missing for 21 years!

The Neptune Ball / NA

Pearl (Caitlin Seal)

Open at 3:00:

You feel a surge of power. There's definitely a dangerous budding magician here with uncontrolled magic. You need to find them.

The Neptune Ball / NA
Pearl (Caitlin Seal) - M Envelope
Trigger: *M Envelope*

The Neptune Ball / NA *Pearl (Caitlin Seal) - M Envelope*

M Envelope:

The water turns murky before your very eyes. Dark voices whisper terrible things in your ears. A great pressure builds on your chest and you find it hard to breath. You've been tricked by dark sorcery! *Go "Not Here" and read the two greensheets in this packet. Return to game as soon as you are ready.*

3. staple here

The Neptune Ball / NA
Sebastian (Matthew Fisher)

Trigger: *Open if you see a
purple headband*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Sebastian (Matthew Fisher)

Open if you see a purple headband:

Drat, she's revealed herself. This will make it much harder to get rid of her...

3. staple here

The Neptune Ball / NA
Triton (Morgan Penngarth)

Trigger: *Open at 1.5 hrs
into game*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Triton (Morgan Penngarth)

Open at 1.5 hrs into game:

A page just passed you a note from the palace spymaster. Apparently, one of your guests is leaking state secrets. You should take steps to find and stop them - but subtly, lest you scare them off.

The Neptune Ball

NA

**Triton (Morgan Penngarth) - Depression
Packet**

staple binding along here

Each page is a memory/event packet with a separate trigger.

The Neptune Ball/NA Open at 5:30 pm if your β is 6 or higher and no treaty has reached the Complete state this game (negative).

staple binding along here

You're never going to get the treaty signed at this rate! Decrease your β by 2.

The Neptune Ball/NA

Open if either Ash or Ariel expresses a desire to stay (positive).

staple binding along here

Your heart is warmed with love for your family. Increase your β by 2.

staple along here

**Open at 5:30 pm if
your β is 6 or
higher and no
treaty has reached
the Complete state
this game
(negative).**

fold:
back:
here:

staple along here

**Open if either Ash
or Ariel expresses
a desire to stay
(positive).**

fold:
back:
here:

The Neptune Ball/NA

Open if you dance Merengue in game. (positive)

staple binding along here

Your dancing reminds you of happier times. Increase your β by 2.

The Neptune Ball/NA

If anyone outside of your family finds out about your depression (negative).

staple binding along here

How embarrassing... Decrease your β by 2.

The Neptune Ball/NA

Open if you see a purple headband. (???)

staple binding along here

It's your wife! she's alive?!? That's amazing! Increase your β score by 2.

Wait... she's alive... but didn't she walk in with Gladius? Confront her about this, then open page 6.

staple along here

**Open if you dance
Merengue in game.
(positive)**

fold:
back:
here:

staple along here

**If anyone outside
of your family
finds out about
your depression
(negative).**

fold:
back:
here:

staple along here

**Open if you see a
purple headband.
(???)**

fold:
back:
here:

The Neptune Ball/NA

Do not open until instructed to do so. (???)

staple binding along here

She's been cheating on you all of this time? That's soul crushing. Decrease your β score by 4.

She should be with you! If you can get her to renounce Gladius and come back to you, open page 7.

The Neptune Ball/NA

Do not open until instructed to do so. (Positive)

staple binding along here

You have some issues to work out between you, but for now, you're just glad that she's back. Increase your β score by 6, and if this brings you over your cap, increase your cap to compensate.

staple along here

**Do not open until
instructed to do
so. (???)**

fold:
back:
here:

staple along here

**Do not open until
instructed to do
so. (Positive)**

fold:
back:
here:

1.
fold
back
here

3. staple here

The Neptune Ball / NA
Valerie (Caroline Suen)

Trigger: *Open at 3:00*

2. fold back here

The Neptune Ball / NA

Valerie (Caroline Suen)

Open at 3:00:

You feel a surge of power. There's definitely a dangerous budding magician here with uncontrolled magic. You need to find them.