

The Neptune Ball

NA

Willow - α Packet

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

The Neptune Ball/NA

Open when 30 minutes pass in game.

Go not here for 5 minutes. You can still hear and see everything around you, but cannot interact with it in any way.
At the end of this time, increase your α score by 1.

The Neptune Ball/NA

Open when 1 hour passes in game.

Go mute for 10 minutes. At the end of this time, increase your α score by 1.

staple along here

**Open when 30
minutes pass in
game.**

fold:
back:
here:

staple along here

**Open when 1 hour
passes in game.**

fold:
back:
here:

The Neptune Ball/NA

Open when 1.5 hours pass in game.

staple binding along here

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

staple binding along here

A group of friendly spirits that only you can see appear out of thin air and smile down at you. You can use them to heal any wounded person or to break any attack based restraint with a 30-count, after which they are totally fine. You can use this ability on yourself or someone else even if you are restrained or wounded yourself. Increase your alpha by 1.

The Neptune Ball/NA

Open when 2.5 hours pass in game.

staple binding along here

The friendly spirits have turned into demons dripping with blood! Theyre out to kill you. run! Roleplay accordingly. If you are forced to stop moving (remember your run away ability), you are knocked out. After a minute, the ghosts dissipate. Increase your alpha by 1.

staple along here

**Open when 1.5
hours pass in
game.**

fold:
back:
here:

staple along here

**Open when the
banquet starts**

fold:
back:
here:

staple along here

**Open when 2.5
hours pass in
game.**

fold:
back:
here:

The Neptune Ball/NA

Open when 3 hours pass in game.

staple binding along here

Bolts of purple fire stream from your eyes and perform a CR 5 wound attack on the first two people you see (unassisted). If you can't see two people, run around until you do. Tell people out of game that this is clearly beyond your control. Increase your alpha by 1.

This is really serious. You need to find help for these people, and help for yourself, fast.

The Neptune Ball/NA

Open when 3.5 hours pass in game.

staple binding along here

You explode in a burst of radiant 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.

fold:
back:
here:

staple along here

Open when 3.5
hours pass in
game.

fold:
back:
here: