- 002

The Royal Museum

This area houses the royal treasury and the royal archives. It is a large, open space with vaulted ceilings and many priceless artifacts scattered among the ancient texts.

Please do not remove this until NA.

NA

This is a sign being used by the MIT Assassins' Guild.

- 002

The Royal Museum

This area houses the royal treasury and the royal archives. It is a large, open space with vaulted ceilings and many priceless artifacts scattered among the ancient texts.

Please do not remove this until NA.

NA

This is a sign being used by the MIT Assassins' Guild.

Hallway off - 002

The Dungeons

These are the royal dungeons. You probably shouldn't be in here.

Please do not remove this until NA.

NA

This is a sign being used by the MIT Assassins' Guild.

Hallway off - 002

Barnacles

There is a growth of barnacles on the wall here. The servants have neglected to clear it off. You may spend 30 seconds scraping one off of the wall. If you do, take one item from the envelope below.

Please do not remove this until NA.

NA

This is a sign being used by the MIT Assassins' Guild.

-013

The Banquet Hall

This is the royal banquet hall. No expense was spared in decorating this room with rare shells from across Atlantica. The banquet will take place here at 4:00.

Please do not remove this until NA.

NA

This is a sign being used by the MIT Assassins' Guild.

-013

The Banquet Hall

This is the royal banquet hall. No expense was spared in decorating this room with rare shells from across Atlantica. The banquet will take place here at 4:00.

Please do not remove this until NA.

NA

This is a sign being used by the MIT Assassins' Guild.

Hallway near -015

The Neptune Ball NA

Signs

Hallway near -015

The Explorer's Guild

This is an office of the Explorer's Guild in the palace. If you are an Explorer's Guild member, the door recognizes you and lets you pass freely (You may look at the sign under this one immediately.)

If you are not an Explorer's Guild member and would like to break in, you may try to beat the lock by decking a hand of 4. (This is a magical lock).

Please do not remove this until NA.

Hallway near -015 Signs

The Neptune Ball

NA

This is a sign being used by the MIT Assassins' Guild.

Hallway near -015

The Explorer's Guild Inventory

This is the inventory of the Explorer's Guild office. You may take any **1** of the following items by searching through the inventory for a period of time, then crossing it off the list below. If you are an Explorer's Guild member, this action takes 1 minute as the magic of the room aids you. Otherwise, it takes 2 minutes. You may as many items as you like, after fulfilling the time requirement for it.

- 1. Angler Fish Lure (999)
- 2. Angler Fish Lure (999)
- 3. Angler Fish Lure (999)
- 4. Angler Fish Lure (999)
- 5. Angler Fish Lure (999)
- 6. Angler Fish Lure (999)
- 7. Bell from a Man-of-War (999) (Dangerous)
- 8. Bell from a Man-of-War (999) (Dangerous)
- 9. Bell from a Man-of-War (999) (Dangerous)

- 10. Bell from a Man-of-War (999) (Dangerous)
- 11. Deep Sea Clam (999)
- 12. Deep Sea Clam (999)
- 13. Electric Eel's Hunter's Organ (999)
- 14. Electric Eel's Hunter's Organ (999)
- 15. Ice Fish Blood (999)
- 16. Ice Fish Blood (999)
- 17. Squid Tentacle (999)
- 18. Squid Tentacle (999)
- 19. Squid Tentacle (999)
- 20. Squid Tentacle (999)

If you take one of these items, cross it off of the list above. It is immediate apparent to anyone in this room what has been taken.

Please do not remove this until NA.

NA

This is a sign being used by the MIT Assassins' Guild.