

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??

3. staple here

The Neptune Ball / NA
Hermes Aquilino (Scott)

Trigger: *Open if you see a
purple headband*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Hermes Aquilino (Scott)

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 (Jane Andreasen)

Trigger: *Open if you see a
purple headband*

1.
fold
back
here

2. fold back here

The Neptune Ball / NA

Ariel (Jane Andreasen)

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!

The Neptune Ball

NA

Ash (Daniel Kane) - β Packet

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

The Neptune Ball/NA

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

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.

The Neptune Ball/NA

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

increase your α score to 2, then go mute for 10 minutes.

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

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

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 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 friendly spirits have turned into demons dripping with blood! They're 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.

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

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. These attacks do not bloody you.

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 if your β is 1.

staple binding along here

You start to feel hot... REALLY hot. You think it would be a really, really good idea for everyone to get away from you right now - 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 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:

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...

staple binding along here	The Neptune Ball	NA
	<div>Gladius (Wael Salloum) - Background Checks</div>	
	Each page is a memory/event packet with a separate trigger.	

staple binding along here	The Neptune Ball/NA	Open if you do a background check on badge 481.
	This is the King's sister. She is paranoid but harmless. She is not your suspect.	

staple binding along here	The Neptune Ball/NA	Open if you do a background check on badge 531.
	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 merman seems to be connected to the the growing black market for children. Something smells fishy here.

He 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 backgrond 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:

The Neptune Ball / NA
Iris (Sarah Terman) - Remove Disguise - R Envelope
Trigger: *R Envelope*

The Neptune Ball / NA *Iris (Sarah Terman) - Remove Disguise - R Envelope*

R Envelope:

As a member of the royal family, you have the power to summon the guards to your aid.

NA

staple binding along here

staple binding along here

staple binding along here

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...

The Neptune Ball / NA
Sebastian (Matthew Fisher) - R Envelope
Trigger: *R Envelope*

The Neptune Ball / NA *Sebastian (Matthew Fisher) - R Envelope*

R Envelope:

As a member of the royal family, you have the power to summon the guards to your aid.

The Neptune Ball

NA

Triton (Morgan Penngarth) - Depression Packet

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).

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).

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.