

The Neptune Ball

NA

- 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.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

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NA

- 002

The Royal Treasury

There are many valuable items in the Royal Treasury. They chronicle the history of Atlantican art. They are on display for all citizens to enjoy.

The acting ruler of Atlantica has the authority to dispense these items as rare and valuable gifts. This only happens once in a lifetime or so, since the items are so dear to Atlantica. It is a sign of highest honor to receive one.

Some items may also be vulnerable to being broken or destroyed. It is a crime punishable by 10 years of service to destroy an artifact housed in the Royal Treasury.

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NA

- 002

Some Fancy Artifact

This Fancy Artifact is a national treasure of Atlantica. It is very valuable.

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- 002

Ruined Necklace of Diana

This piece was once an elaborate and expensive necklace. The protective case has been smashed and the necklace has been mangled. Whatever used to hang as the pendant has been removed.

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- 002

Shattered Pedestal

This shattered pedestal once held Cassandra's Mirror (999). It has been destroyed and the treasure stolen.

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The Neptune Ball

NA

-002

Blackboard

A blackboard with a few scribbles on it. Nothing too interesting.

You may only interact with this sign if you have an α score of 2.

If you would like to take an item from this sign, place both hands on it for 30 seconds.

Please do not remove this until NA.

— The MIT Assassins' Guild —

The Neptune Ball

NA

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Assassins' Guild.

Please do not throw this away.

The Neptune Ball

NA

- 002

A Bookshelf

This is a bookshelf. There are many books here for perusal, both casual and intense.

Please do not remove this until NA.
— The MIT Assassins' Guild —

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NA

-002

Book of Lineage

A book documenting the long, proud lineage of Atlantican rulers. It also contains a document detailing the complicated inheritance for the crown of Atlantica. If you would like to view this inheritance, you may lift this sign and look at the one under it.

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-002

Atlantican Inheritance Pg 1

It may come to pass that the currently confirmed or acting ruler of Atlantica dies or is otherwise found unfit to rule. This can come about in a number of ways. They could be found mentally unstable, demonstrated to have usurped power from the rightful heir, be an illicit form of magical creature (such as a shapeshifter), or be proven to have committed treason. The supreme justice, judge of the highest court of the land may be summoned (find a GM or NPC) to verify any claim that the ruler is unfit. If any of these conditions can be proven to have come to pass, the monarch is then immediately removed.

To determine who is next in line of succession, follow the list below until you find the first eligible candidate. Assume all classifications that could have multiple members (more than one male child for example) process in order of age. Women who marry into another line of succession forfeit their position in line for the throne of their old kingdom. Bastards of proven lineage are eligible. For example, a bastard cousin is considered in the line of succession as appropriate.

From the last *confirmed* (not acting) ruler of Atlantica power passes to:

- | | |
|--------------------|---|
| 1. Male children | 10. Uncles on the Fathers side |
| 2. Female children | 11. Uncles on the Mothers side |
| 3. Husband or Wife | 12. Aunts on the Fathers side |
| 4. Brothers | 13. Aunts on the Mothers side |
| 5. Sisters | 14. Male cousins on the Fathers side |
| 6. Brothers-in-law | 15. Male cousins on the Mothers side |
| 7. Sisters-in-law | 16. Female cousins on the Fathers side |
| 8. The Father | 17. Female cousins on the Mothers |
| 9. The Mother | side |

If for some reason, no eligible candidate can be found, the Council of Advisors will elect a new monarch in a closed meeting as soon as possible. (out of the scope of the game)

Cont. on PG 2 (You may lift this sign up and read the sign under it.

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-002

Atlantican Inheritance Pg 2

If power passes to a new person, the acting monarch is considered only a steward until confirmed. If the discredited person manages to reestablish their eligibility before the acting monarch is confirmed they can re-assume power immediately. The process of actually confirming the monarch takes about a week and is the duty of the Council of Advisors.

In order to pass power to the acting monarch:

1. The supreme justice must preside over the ceremony
2. The eligibility of the candidate must be verified by at least 2 Atlanticans (using the chart above).
3. They need to take an oath to protect Atlantica in front of 3 witnesses (at least 1 must be Atlantican).

Following the completion of the ceremony, NPC pages will inform everyone in game of the change.

The Trident (999) rightfully belongs to the acting ruler of Atlantica. The acting monarch should not hesitate to use his or her extensive authority to acquire The Trident (999) if anyone is foolish enough to withhold it.

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NA

- 002

Necklace of Diana

This piece is an elaborate necklace. It is the crowning achievement of a famous Atlantican jeweler. It's centerpiece is a huge black pearl.

You can hit this piece with a CR 6+ attack to break it. If you do, take Black Pearl (999) from the envelope below and swap this sign with the one under it.

Please do not remove this until NA.

— The MIT Assassins' Guild —

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The Neptune Ball

NA

- 002

Cassandra's Mirror

This is the pedestal display for Cassandra's Mirror (999).

You can hit this display with a CR 6+ attack to break the glass protecting the mirror. If you do, take Cassandra's Mirror (999) from the envelope below and swap this sign with the one under it.

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— The MIT Assassins' Guild —

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Assassins' Guild.

Please do not throw this away.

The Neptune Ball

NA

- 002

A Bookshelf

This is a bookshelf. There are many books here for perusal, both casual and intense.

You may only take an item from this bookshelf if your γ score is 2.

If you would like to take a book from the bookshelf, place both hands on this sign for 30 seconds.

Please do not remove this until NA.
— The MIT Assassins' Guild —

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The Neptune Ball

NA

Hallway off - 002

The Dungeons

These are the royal dungeons. Party-goers probably shouldn't be in here. You may not enter unless you are incarcerated, and only 3 people may be incarcerated at a time.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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The Neptune Ball

NA

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.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

-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.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

-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.
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NA

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The Neptune Ball

NA

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.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

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) | 11. Deep Sea Clam (999) |
| 2. Angler Fish Lure (999) | 12. Deep Sea Clam (999) |
| 3. Angler Fish Lure (999) | 13. Electric Eel's Hunter's Organ (999) |
| 4. Angler Fish Lure (999) | 14. Electric Eel's Hunter's Organ (999) |
| 5. Angler Fish Lure (999) | 15. Electric Eel's Hunter's Organ (999) |
| 6. Angler Fish Lure (999) | 16. Ice Fish Blood (999) |
| 7. Bell from a Man-of-War (999)
(Dangerous) | 17. Ice Fish Blood (999) |
| 8. Bell from a Man-of-War (999)
(Dangerous) | 18. Squid Tentacle (999) |
| 9. Bell from a Man-of-War (999)
(Dangerous) | 19. Squid Tentacle (999) |
| 10. Bell from a Man-of-War (999)
(Dangerous) | 20. Squid Tentacle (999) |
| | 21. 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.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

Hallway near -015

A Big, Disorderly Pile of Maps

There is a big pile of maps in the corner here. They have clearly been thrown there without much care to their order.

You may not interact with this sign unless you know otherwise

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

This is a sign being used by the MIT
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The Neptune Ball

NA

-015

The Caves

This is a set of caves that are on the palace grounds but not part of the palace themselves. Party-goers should have no business here.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

This is a sign being used by the MIT
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Please do not throw this away.

The Neptune Ball

NA

-015

The Magician's Guild Crest.

The Crest of the now dissolved Magician's Guild has been hung on the cave wall here.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

-015

Magical Runic Circle

A runic circle is inscribed on the ground here.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

-015

A bed of clams

There are a bed of clams here. **You may spend 1 minute to break open one of the clams.** To do so, take one of the clams from the envelope below and open it after **1 minute** has passed.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

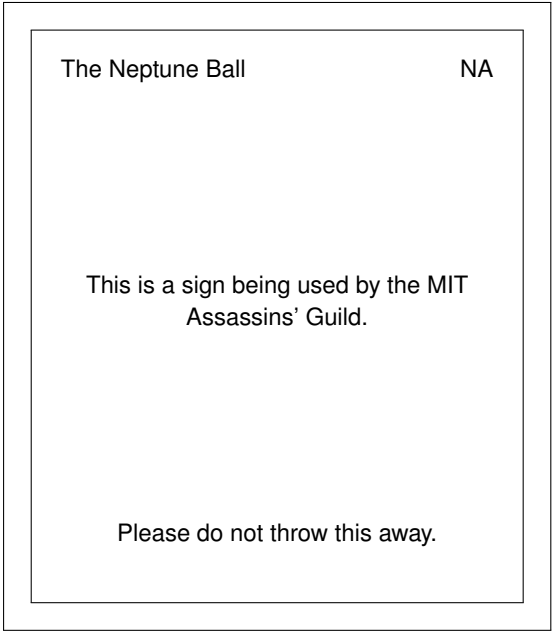
-015

A Black Pearl

You may only take the item from the α packet below if you have been directed to do so by a mechanic. If you do so, remove this sign and accompanying envelope.

Please do not remove this until NA.

— The MIT Assassins' Guild —



The Neptune Ball

NA

-030

The Residential Wing of the Palace

This is the Residential Wing of the palace. The suite for the royal family, and many of their long term guests are found in this area.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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NA

-030

The Residential Wing of the Palace

This is the Residential Wing of the palace. The suite for the royal family, and many of their long term guests are found in this area.

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NA

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Please do not throw this away.

The Neptune Ball

NA

-032

The Palace Gardens

These are the royal gardens. They are some of the most beautiful in all of Atlantica.
It is a nice quiet place to talk, or take a stroll.

Please do not remove this until NA.
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The Neptune Ball

NA

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Please do not throw this away.

The Neptune Ball

NA

-032

A Rocky Outcropping

There are many beautiful sea fans, coral and other ocean flora and fauna on this rock. It has clearly been carefully manicured for the palace.

If you would like to take something from the garden, you may spend **30 seconds** with one hand the sign, and then take an item of your choosing.

(The items available at this sign are essentially unlimited. If the envelope is empty, tell a GM.)

Please do not remove this until NA.

— The MIT Assassins' Guild —

The Neptune Ball

NA

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

Please do not throw this away.

The Neptune Ball

NA

-004

The Pacifican Embassy

This is the suite dedicated to the Pacifican delegates. It has been set up in some haste, but there are plans to establish a permanent embassy once the treaty is signed.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

This is a sign being used by the MIT
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Please do not throw this away.

The Neptune Ball

NA

-004

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Please do not remove this until NA.
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The Neptune Ball

NA

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Please do not throw this away.

The Neptune Ball

NA

Across -004

The Palace Kitchens

These are the royal kitchens. Everything is in chaos due to the banquet.

Please do not remove this until NA.
— The MIT Assassins' Guild —

The Neptune Ball

NA

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Please do not throw this away.

The Neptune Ball

NA

Across -004

A jar of Sea Snake Tails

There is a jar of snake tails on the counter here. They are a handy snack on the go, although some merfolk don't like the aftertaste.

If you would like to take A Sea Snake Tail (999), you may spend **30 seconds** with one hand the sign, and then take one.

(The items available at this sign are essentially unlimited. If the envelope is empty, tell a GM.)

Please do not remove this until NA.

— The MIT Assassins' Guild —

The Neptune Ball

NA

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The Neptune Ball

NA

Across -004

A Meat Locker

There is a Meat Locker here. It is used for keeping fish fillets cold.

If you would like to take something from the locker, you may spend **1 minute** with one hand the sign, and then take an item of your choosing.

Please do not remove this until NA.
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