

1.
fold
back
here

3. staple here

The Neptune Ball / NA
Desara

Trigger: *W packet*

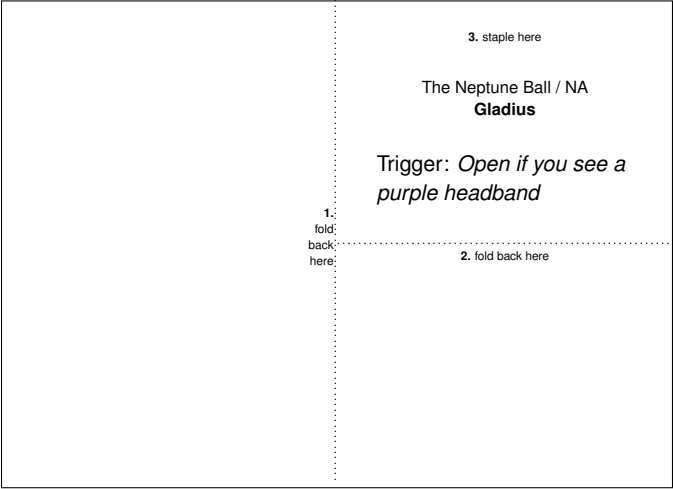
2. fold back here

The Neptune Ball / NA

Desara

W packet:

Desara is clearly researching the history of the war – your past. She might be the key to proving that Neptune kidnapped and raped your mother, leading to your conception..



The Neptune Ball / NA

Gladius

Open if you see a purple headband:

Oh shit. Minerva has revealed herself as Athena. Triton is going to be pissed, and you may very well lose her

The Neptune Ball / NA
Minerva - Remove Disguise - R Envelope
Trigger: *R Envelope*

The Neptune Ball / NA *Minerva - Remove Disguise - R Envelope*
R Envelope:
Open only when instructed to.

NA

staple binding along here

staple binding along here

staple binding along here

The same witch who took your daughter 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 is alive but may not be for long.

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 Explorer's Guild.

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 true intentions. 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. 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

Your salvation lies in the hands of a human.

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:

3. staple here

The Neptune Ball / NA
Pearl

Trigger: *Open if you see a
purple headband*

1.
fold:
back:
here:

2. fold back here

3. staple here

The Neptune Ball / NA
Pearl

Trigger: *Open at 3:00*

1.
fold:
back:
here:

2. fold back here

The Neptune Ball / NA

Pearl

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

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.

3. staple here

The Neptune Ball / NA
Sebastian

Trigger: *Open if you see a
purple headband*

1.
fold
back
here:

2. fold back here

The Neptune Ball / NA

Sebastian

Open if you see a purple headband:

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

The Neptune Ball / NA
Sebastian - R Envelope
Trigger: *R Envelope*

The Neptune Ball / NA **Sebastian - R Envelope**
R Envelope:
Open only when instructed to.

The Neptune Ball

NA

Triton - 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 Willow 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
Willow 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

Trigger: *Open at 3:00*

2. fold back here

The Neptune Ball / NA

Valerie

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

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 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.

Go mute for 10 minutes. At the end of this time, increase your α score to 2.

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 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.

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! 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.

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.

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: