

NA

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Open if you cast Tarot for badge 481. Need: Death, Hanged Man, 481's "Tarot Score".

[illegible]

Open if you cast Tarot for badge 531. Need: The Emporer, The Tower, 531's "Tarot Score".

Someone you trust is trying to bring down your rule.

staple along here

**Open if you cast
Tarot for badge
481.**

**Need: Death,
Hanged Man, 481's
“Tarot Score”.**

fold:
back:
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staple along here

**Open if you cast
Tarot for badge
531.**

**Need: The
Emporer, The
Tower, 531's “Tarot
Score”.**

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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.	

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**Open if you cast
Tarot for badge
580.
Need: The High
Priestess, The
Empress, 580's
“Tarot Score”.**

fold:
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staple along here

**Open if you cast
Tarot for badge
598.
Need: The
Empress,
Strength, 598's
“Tarot Score”.**

fold:
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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:
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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:

The Neptune Ball

NA

Willow - α Packet

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

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The Neptune Ball/NA

Open when 30 minutes pass in game if your $/Beta$ 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.

staple binding along here

The Neptune Ball/NA

Open when 1 hour passes in game if your $/Beta$ is 1.

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

staple binding along here

staple along here

Open when 30
minutes pass in
game if your */Beta*
is 1.

fold:
back:
here:

staple along here

Open when 1 hour
passes in game if
your */Beta* is 1.

fold:
back:
here:

The Neptune Ball/NA

Open when 1.5 hours pass in game if your */Beta* 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 */Beta* 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 */Beta* 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 $/Beta$
is 1.

fold:
back:
here:

staple along here

Open when the
banquet starts if
your $/Beta$ is 1.

fold:
back:
here:

staple along here

Open when 2.5
hours pass in
game if your $/Beta$
is 1.

fold:
back:
here:

The Neptune Ball/NA

Open when 3 hours pass in game if your */Beta* 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 */Beta* is 1.

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 */Beta*
is 1.

fold:
back:
here:

staple along here

Open when 3.5
hours pass in
game if your */Beta*
is 1.

fold:
back:
here: