

The Neptune Ball

NA

**Morvyn - Casting the Tarot**

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

staple binding along here

The Neptune Ball/NA

Open if you cast Tarot for badge 531.Need: THING1, THING2, 531's "Tarot Score".

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 if you cast Tarot for badge 580.Need: THING1, THING2, 580's "Tarot Score".

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

staple binding along here

staple along here

**Open if you cast  
Tarot for badge  
531.  
Need: THING1,  
THING2, 531's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
580.  
Need: THING1,  
THING2, 580's  
“Tarot Score”.**

fold:  
back:  
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 598.Need: THING1, THING2, 598's "Tarot Score".

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 if you cast Tarot for badge 237.Need: THING1, THING2, 237's "Tarot Score".

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 if you cast Tarot for badge 312.Need: THING1, THING2, 312's "Tarot Score".

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 dissipation.

staple along here

Open if you cast  
Tarot for badge  
598.  
Need: THING1,  
THING2, 598's  
“Tarot Score”.

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
237.  
Need: THING1,  
THING2, 237's  
“Tarot Score”.

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
312.  
Need: THING1,  
THING2, 312's  
“Tarot Score”.

fold:  
back:  
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 270.Need: THING1, THING2, 270's "Tarot Score".

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 if you cast Tarot for badge 386.Need: THING1, THING2, 386's "Tarot Score".

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.

The Neptune Ball/NA

Open if you cast Tarot for badge 143.Need: THING1, THING2, 143's "Tarot Score".

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 if you cast  
Tarot for badge  
270.  
Need: THING1,  
THING2, 270's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
386.  
Need: THING1,  
THING2, 386's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
143.  
Need: THING1,  
THING2, 143's  
“Tarot Score”.**

fold:  
back:  
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 615.Need: THING1, THING2, 615's "Tarot Score".

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 doesnt exist anymore, so carry all of your items out of game and fill out a death report.

The Neptune Ball/NA

Open if you cast Tarot for badge 276.Need: THING1, THING2, 276's "Tarot Score".

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 doesnt exist anymore, so carry all of your items out of game and fill out a death report.

The Neptune Ball/NA

Open if you cast Tarot for badge 397.Need: THING1, THING2, 397's "Tarot Score".

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 doesnt exist anymore, so carry all of your items out of game and fill out a death report.

staple along here

Open if you cast  
Tarot for badge  
615.  
Need: THING1,  
THING2, 615's  
“Tarot Score”.

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
276.  
Need: THING1,  
THING2, 276's  
“Tarot Score”.

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
397.  
Need: THING1,  
THING2, 397's  
“Tarot Score”.

fold:  
back:  
here:



The Neptune Ball/NA

Open if you cast Tarot for badge 271.Need: THING1, THING2, 271's "Tarot Score".

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 doesnt exist anymore, so carry all of your items out of game and fill out a death report.

The Neptune Ball/NA

Open if you cast Tarot for badge 347.Need: THING1, THING2, 347's "Tarot Score".

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 doesnt exist anymore, so carry all of your items out of game and fill out a death report.

The Neptune Ball/NA

Open if you cast Tarot for badge 481.Need: THING1, THING2, 481's "Tarot Score".

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 doesnt exist anymore, so carry all of your items out of game and fill out a death report.

staple along here

**Open if you cast  
Tarot for badge  
271.  
Need: THING1,  
THING2, 271's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
347.  
Need: THING1,  
THING2, 347's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
481.  
Need: THING1,  
THING2, 481's  
“Tarot Score”.**

fold:  
back:  
here:

The Neptune Ball

NA

Willow -  $\alpha$  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  $/Beta$  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.

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  $\alpha$  score to 2.

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: