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The Neptune Ball/June 10, 2018

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Securing The Falkland Plain

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The Neptune Ball/June 10, 2018

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Your family has recently discovered a great wealth of pearl bearing clams in the Falkland Plain. It is unfortunate that the land is under dispute in the treaty discussions tonight. It is part of why you agreed to attend the Neptune Ball. You intend to secure this land for Atlantica. Your family will have no trouble monopolizing the land once it is secure.

To accomplish this, you will have to figure out why the Pacificans care so damn much about the land – surely they don’t know about the pearls? Go and make at least 2 Pacificans tell you why the Falkland Plain is so important to them. Once you do so, turn to page 2.

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The Neptune Ball/June 10, 2018

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The only thing worse than fighting someone who is in it for the money, is fighting someone who is in it for moral reasons. They never know when to quit. Unfortunately, it looks like the Pacificans are after the Falkland Plain for moral reasons. Their precious Kraken was supposedly sighted there, not so long ago.

You will need to contact your family and make sure that they are up for this fight. You may have to burn a lot of political capital and take some major risks to pull this off. Write a note to your family (clearly mark the note as an “in game” item) and deliver it to envelope 1 of the “F packet” sign in the entry way. This represents sending the note off with a messenger. You may return 20 minutes later and take the item from envelope 2. Once you have A Letter from the Aquilino Family (321), turn to page 3.

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The Neptune Ball/June 10, 2018

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Your family has of course written to you in code, just in case the letter was intercepted. The letter indicates that the land is of great importance to your family, and they are more than willing to take the risks involved with securing the land.

Well, if they are determined, then you'd better set things in motion. First thing's first, talk to Osiris and convince him, head of the Explorer's Guild, to make a formal (written) declaration that the Explorer's Guild will veto any treaty that does not secure the Falkland Plain for Atlantica. If he is currently indisposed, or refuses to cooperate, you may forge such a document yourself using your "Forgery" ability. Be careful though, if you are caught forging Osiris's signature, the dungeons will be the least of your worries. Once you have the real or forged document in hand, turn to page **4**.

The Neptune Ball/June 10, 2018

Not Transferable

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Now to convince the King. Present the document to King Triton. Make it very clear to him that the Explorer's Guild is a crucial part of these negotiations and that he cannot afford to ignore your demands. Use this fact throughout the evening to delay the treaty if you haven't completed your research and the treaty doesn't give you what you want. Once you have presented the document to Triton, turn to page **5**.

The Neptune Ball/June 10, 2018

Not Transferable

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Now for the real digging. Go through the papers in "A Well Appointed Guest Suite", and find out more specifics about this giant squid sighting. You will need to take the "A News Article (607)" item from the room. Once you have find a date for the sighting, and the person who sighted it, turn to page **6**.

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The Neptune Ball/June 10, 2018

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Okay, you have a date (December 13th, 21 years ago). Now to prove that the Kraken was elsewhere. Legend has it that the Kraken causes shipwrecks on a regular basis. Well, if anyone would know, it would be the Explorer's Guild. Go and check their files and journals. (You may take "A Journal of the North Sea Shipwrecks (178)" from "A Bookshelf Full of Old Journals" in the Explorer's Guild.) turn to page **7**.

The Neptune Ball/June 10, 2018

Not Transferable

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Good progress. Now the nail in the coffin. Find out who Julius Montague is. Hopefully he's got some petty criminal record that you can trump up. Spend 1 minute searching each bookshelf in "The Royal Museum". Once you have searched all 3 bookshelves, you may take "Rap Sheet (280)" from the bookshelf that your  $\gamma$  stat allows you to access, then turn to page **8**.

The Neptune Ball/June 10, 2018

Not Transferable

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Gold. Julius Montague has a rap-sheet as long as your uncle's (who is serving life after getting careless during a heist). Julius is a con artist, and has been for decades. Use "A Journal of the North Sea Shipwrecks (178)", "Rap Sheet (280)", and the "A News Article (607)" from Jared's own papers to convince the Pacificans that they have been lied to. Hopefully this will be enough to loosen their demands on the land.

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The Neptune Ball/June 10, 2018

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**Where is the Music Box?**

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The Neptune Ball/June 10, 2018

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You are devastated to find that the music box is missing. You'll have to find it tonight. First you need to talk to someone who remembers the box and understands what an important magical item it was. Find Sebastian and discuss the music box with him for at least 2 minutes. Once you have done so, you may turn to page **2**.

The Neptune Ball/June 10, 2018

Not Transferable

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Well, Sebastian couldn't give you much in the way of specifics, but your talk did do one piece of good. It has reminded you that there were inscriptions on the box. If only you could remember what those inscriptions were. Wait, of course! There must be documentation of the music box in the royal archives. You will just need to do a little research. Spend 1 minute searching each bookshelf in the library. Once you have searched all 3 bookshelves, you may turn to page **3**.

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The Neptune Ball/June 10, 2018

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You finally found a copy of the inscription in a dusty, forgotten tome. You drew a copy of it, but it doesn't make any sense. Meditate on the inscription for 2 minutes. You must be undisturbed for the 2 minutes or you will have to start over. Once you have had this time to puzzle over the inscription, you may turn to page **4**.

The Neptune Ball/June 10, 2018

Not Transferable

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You are brilliant! You figured out that the inscription is actually the lyrics to the tune that the music box plays! It is written in an ancient language that you happen to have been forced to study in your training as a princess of Atlantica. What luck! Unfortunately, the lyrics are not enough. Go find 3 people to help you, and 4 musical instruments (1 for each person). Spend 2 minutes trying to remember the tune by playing together (roleplay accordingly). Once you have done so, you may turn to page **5**.

The Neptune Ball/June 10, 2018

Not Transferable

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That's it! You've got it! How could you have ever forgotten that beautiful melody for a second? Now you just need to dance to it. Find someone else who knows swing, teach it to someone, or get someone else to teach you another dance, then dance with them for 1 minute in the Banquet Hall to the music from the band. (You can request music for whichever kind of dance you will be doing.) Once you have done so, you may turn to page **6**.

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The Neptune Ball/June 10, 2018

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As the last notes of the band fade, you hear another melody. It is faint, and ebbs and flows like the tide, but it is there. The music box! It's still playing - faintly, but it's there! You may now interact with the signs on the walls that have musical notes on them. Go to one of them and flip it *up*. The arrows will guide your way as you follow the faint tones of music to the room where the music box is. Once you find the room, search for "Packet A". When you find the box, turn to page **7**

The Neptune Ball/June 10, 2018

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You've found it! Your mother's music box! All you have to do now is put it back on display. Go to the "An Empty Pedestal" sign, and swap it for the sign underneath. Put the music box in the envelope attached to this sign... Something isn't quite right. The box isn't playing music any more. Oh! You need to wind it! But where is the key? Your mother must have taken it with her when she left. Where could it be now? If you manage to use A Tiny Gold Key (691) to wind the Music Box (565), you may turn to page **8**.

The Neptune Ball/June 10, 2018

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It's done. With the music box wound, Atlantica will be safe for another decade!

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The Neptune Ball/June 10, 2018

Not Transferable

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## The History of the War

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The Neptune Ball/June 10, 2018

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As a faithful member of the Assassin's Guild, you have a mission here. The Guild is concerned that Jared is going soft, and may capitulate to many Atlantican demands during the treaty negotiations. In order to prevent this, you have been charged with the task of discovering the true origins of the war. Once discovered, you should use them to harden Jared against Atlantica. At the start of game, turn to page **2**.

The Neptune Ball/June 10, 2018

Not Transferable

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Despite the Guild's promise that all of their resources were at your disposal, you aren't entirely sure where to start. Perhaps you should figure out what kind of lies the Atlantican people believe about how the war started. Talk to 3 Atlanticsans, for at least 1 minute each, about how the war started. Once you have done so, turn to page **3**.

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The Neptune Ball/June 10, 2018

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Lies about Pacifica starting the war. Of course. Has it always been this way? Go do some research in the library and see if the history books all say the same thing. Spend 1 minute searching each bookshelf in the library. Once you have searched all 3 bookshelves, turn to page **4**.

The Neptune Ball/June 10, 2018

Not Transferable

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Okay, so the lies go back to the start of the war in the books. But the facts just don't add up. How could the Atlanticans believe it? Go and talk to Sebastian, the oldest member of court, and see what he remembers about the beginnings of the war. Give him your "W packet" and tell him to open it. Alternately, you may go through his papers in his room instead. Once you have done so, turn to page **5**.

The Neptune Ball/June 10, 2018

Not Transferable

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Sebastian (or his papers) mentioned a mermaid by the name of Jade, but didn't give you much else of use. Yet, the name rings a bell. Go search through your papers and figure out who she is. Once you have done so, turn to page **6**.

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The Neptune Ball/June 10, 2018

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Jade was a Pacifican princess. Interesting. You're beginning to remember something you heard long ago from an old storyteller - Jade definitely had something to do with the start of the war. The pieces are starting to come together for you - but you'll need a rare Pacifican text to prove it to Jared.

Luckily the Assassin's Guild has contacts in the city beyond the palace that almost certainly have a copy of the scroll you need. Handwrite a request for "An old, fragile scroll (661)" (marking it as an in game item), and give it to the nearest page (NPC) to deliver to your contact. Keep the contents of the note a secret. In 20 minutes, you may go inquire with a page to receive the scroll. Once you have it, open "An old, fragile scroll (661)" and turn to page 7.

The Neptune Ball/June 10, 2018

Not Transferable

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This is it. This innocuous seeming scroll is a letter from prince Onyx, to his sister, princess Jade. It expresses his deep regret that their rescue could not have come early enough to save Jade from conceiving Neptune's child. You now have proof that Atlantica started the war by kidnapping princess Jade. Use this information to prevent any treaty from being signed.

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The Neptune Ball/June 10, 2018

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Acquiring Weapons to give Pacifica the upper hand.

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The Neptune Ball/June 10, 2018

Not Transferable

You need to contact the Atlantican mole. Find a way to talk to Gladius alone and convince him to let you examine the weapon. Once you have examined the Prototype Weapon (320) for at least 2 minutes, turn to page **2**.

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The Neptune Ball/June 10, 2018

Not Transferable

These are definitely the weapons you need to turn the tide of the war. Seal the deal with Gladius, hand over the Troop Deployment Plan (598), and get the Prototype Weapon (320). You'll need to confer with him later to coordinate a plan of attack after he's had a chance to look over the document.

Once at least 20 minutes have passed, turn to page **3**.

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The Neptune Ball/June 10, 2018

Not Transferable

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Something's bugging you. You might've been a little hasty in declaring this weapon viable. Maybe you'd better test this prototype. Go to The Palace Gardens and spend 2 minutes shooting the prototype weapon. Role play accordingly.

Once you have finished testing the weapon, turn to page **4**.

The Neptune Ball/June 10, 2018

Not Transferable

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Something doesn't feel quite right, and something is nagging at your mind about the way it fires. Go talk to a weapons expert like Jared, a mature human, or a powerful magician about the weapon. You will have to show them the Prototype Weapon (320).

Once you have had this discussion, turn to page **5**.

The Neptune Ball/June 10, 2018

Not Transferable

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From their reaction, it's clear - something isn't quite right. But what? Go and do some research in the library and see if you can find any blueprints to compare these to. Spend 1 minute searching each bookshelf in the library. Once you have searched all 3 bookshelves, turn to page **6**

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The Neptune Ball/June 10, 2018

Not Transferable

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Now that *is* devious. Only someone as clever as you could have spotted this before half of the Pacifican army was armed with these time bombs! That Gladius lied to you, and he's been lying to your superiors too - he's no traitor to Atlantica! And now, he has the Troop Deployment Plan! Retrieve the Troop Deployment Plan (598) from him - and find some way to end his threat to Pacifica - permanently.

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The Neptune Ball/June 10, 2018

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**Persuing the Mafia**

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The Neptune Ball/June 10, 2018

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You are determined to catch the mafia contact here tonight. You will need to figure out who it is though. Since you have been investigating the mafia for several years now, you should be able to spot the necessary clues. Do a background check on as many people as necessary (see your "How to Perform a Background Check" greensheet) to find your suspect. Turn to page 2 when directed to do so by your "Persuing the Mafia" membook.

The Neptune Ball/June 10, 2018

Not Transferable

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This is incredibly disturbing. The Church of the Tides involved in selling children? Or is the priest thing just an act? This warrants further investigation. Spend 2 minute talking to a Pacifican and see if you can learn more about the black market. Once you have done so, turn to page 3

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The Neptune Ball/June 10, 2018

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The more you learn, the more disgusted you are. If Hermes is actually involved in this black market, it would be enough to put him away for life. You just have to prove it. You will have to persuade Hermes to sell or trade you a child. You will also need to obtain some sort of physical documentation of the exchange - a receipt, contract, or the like - or a reliable witness. Once you have achieved this, turn to page **4**.

The Neptune Ball/June 10, 2018

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With this proof, you should be able to arrest Hermes. Rather than try to do it now though, it is probably worth letting the Guardian's Guild tail him for a few weeks and see if Hermes leads them to the rest of the mafia. If Hermes does anything too illegal though, you might be forced to persuade Triton to arrest Hermes tonight.

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**Breaking the Spell**

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The Neptune Ball/June 10, 2018

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You've kicked the first layer of the spell, but the second layer is still in place. If you want to get your revenge, you'll need to break it. All those years ago, Ursula forced you into a magical contract against your will - but unfortunately, that doesn't make it any less binding.

You know that there are some characters around here that are less than scrupulous. Maybe they know how to get out of a magical contract? Talk to a current or former member of the Assassin's Guild for one minute. They can help you. Once you have done so, open the next page.

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That was quite informative. Apparently the bonds of magical contracts aren't nearly as strong when performed by an unwilling participant. You need to perform something known as a Pactbreaker Ritual in order to escape it. You've heard of this ritual - though you never thought it would apply to your situation so easily! The ritual is fairly simple, and can be done without any magical skill, but requires several items, and the assistance of 3 people you trust.

To begin with, find a A Clam (704) (open or closed doesn't matter) and a A frond of Sea Fan (326). You're pretty sure that you're only going to find those in natural places. Once both are in hand, open the next page.

The Neptune Ball/June 10, 2018

Not Transferable

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Securing a blessing before the ritual is supposed to make it a lot safer. Seek a blessing from a priest. If none are available, a blessing from the current ruler of Atlantica will do, but this might make the ritual more dangerous. (If they don't know how to perform a blessing, tell them out of character that they can make one up). Once you have received some kind of blessing, turn to the next page.

The Neptune Ball/June 10, 2018

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You're finally ready to begin the ritual! Gather 3 people to help you, and find a secluded place. Meditate on your contract for 1 minute while the others chant ominously around you. At the end of that minute, have two of them assist the third in a knockout attack on you.

Once you wake up from being knocked out, turn to the next page.

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The Neptune Ball/June 10, 2018

Not Transferable

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That's it! You've done it! You can feel the curse lifting, and your actions becoming your own once again! Remove your Identity Protection (438) magical effect, and take your revenge!

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The Neptune Ball/June 10, 2018

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**The Truth about your Father's Death**

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The Neptune Ball/June 10, 2018

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There's something familiar about that merman... If you have a conversation with badge 598, turn to page **2** after it is over.

The Neptune Ball/June 10, 2018

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Gladius's appearance and mannerisms are stirring something in your memory. Find somewhere quiet and use your Tarot mechanic to get a "Reading Hand" consisting of "The Hierophant", "The Hermit", and "The Wheel of Fortune". Close your eyes and mediate on the cards for 1 minute. You may open your eyes at any time, but must start the timer over if you do so. Once you have finished meditating turn to page **3**.

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The Neptune Ball/June 10, 2018

Not Transferable

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Somehow, Gladius strongly reminds you of your life on land. Your earliest memories are coming back. Gladius was your weapons instructor at the palace. But he is supposed to be dead! Gladius was on the fateful voyage that sank with no survivors, December 13th, 21 years ago. Your father was on that voyage. So what is Gladius doing in Atlantica? Go and talk to General Gladius or his wife, Iris for at least one minute, and try to find out what he's hiding. Once you have done so, turn to page **4**.

The Neptune Ball/June 10, 2018

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Evasive... but still, that was informative. The pieces are beginning to come together, but only slowly. Go do some research in the library to figure out how Gladius could be a merman and a human. Spend 1 minute searching each bookshelf in the library. Once you have searched all 3 bookshelves, turn to page **5**.

The Neptune Ball/June 10, 2018

Not Transferable

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Is it possible that Gladius is a shape shifter? All of your research suggests that shape shifters are treacherous. You must talk to an expert before you go any further. Discuss the dangers of shape shifters with a priest of the Church of the Tides or, if you can't find one, a magician for at least 2 minutes. Once you have done so, turn to page **6**.

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The Neptune Ball/June 10, 2018

Not Transferable

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Definitely treacherous, and dangerous. It is awfully suspicious that this man, if you can even call him a man, is the only survivor of that voyage. A survivor who never returned to Europa. Gather allies and confront him to learn what really happened to your father.

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The Neptune Ball/June 10, 2018

Not Transferable

Finding Proof of Indian Aggression

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The Neptune Ball/June 10, 2018

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You have been talking to Jared for months about India, but he doesn't believe you. You'd better test the waters in Atlantica and figure out if the monarchy here is any more receptive. Talk to Triton, or whoever is the current ruler of Atlantica, for 3 minutes about Indian aggression. Once you've learned what Atlantica thinks about India, turn to page **2**.

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The Neptune Ball/June 10, 2018

Not Transferable

Opposition at every turn. Atlantica is just as oblivious as Pacifica. You must find proof to show Jared and Triton to prove the impending danger to them. If only you could scry on India! But those spells take weeks to prepare. You have mere hours. Maybe Atlantica has a magical item that could help you? Go do some research in the library. Spend 1 minute searching each bookshelf in the library. Once you have searched all 3 bookshelves, turn to page **3**.

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The Neptune Ball/June 10, 2018

Not Transferable

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You found tell of a scrying mirror, Cassandra's Mirror (145). This mirror is here in the archives and should allow you to scry, as long as you know the location you want to scry on. You will have to gather more information. Try talking to Gladius since he is part of the Guardian's guild. (If Gladius is unavailable, you may go through his papers instead). Find out what information Gladius has on where an army might mass troops for war. Spend 2 minutes trying to gather this intelligence. Once you have done so, turn to page **4**.

The Neptune Ball/June 10, 2018

Not Transferable

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Gladius said something that reminds you of some of your own research. Return to your quarters and look through your documents until you find the name of the plateau south east of the Tasmanian Sea. Once you know it's name, turn to page **5**.

The Neptune Ball/June 10, 2018

Not Transferable

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Well, you have a name now. All you need are coordinates. Where could you find a map? Pacifica has never been on good terms with India and so has very few maps. The Explorer's Guild of Atlantica might have better maps. Get into the Explorer's Guild and take a Map of India (631). (You may take a map of your choice from the "A Big, Disorderly Pile of Maps" sign) Then, turn to page **6**.

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The Neptune Ball/June 10, 2018

Not Transferable

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Things are falling into place. Next you will need something to power the mirror with, aside from your own magic. Acquire an Electric Eel's Hunter's Organ (600). Once you have it, turn to page 7.

The Neptune Ball/June 10, 2018

Not Transferable

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Now that you know where to scry, and how you will power the mirror, you just need access to Cassandra's Mirror (145). Either persuade King Triton, or whoever else is ruling Atlantica at the moment, to let you borrow it, or follow the directions on "Cassandra's Mirror" to break in and take the mirror. Once you are in possession of Cassandra's Mirror (145) turn to page 8.

The Neptune Ball/June 10, 2018

Not Transferable

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Acquire some Runic Chalk (828) and trace the "Runic Circle". This action activates the circle and prepares it to support a magician through a difficult spell. If the circle is already chalked, you must first remove the old chalk.

Once you have prepared the circle, spend 2 minutes meditating undisturbed (this action is interruptible) in the middle of the circle to scry in the mirror. Once you have finished meditating, **open Cassandra's Mirror (145)** and turn to page 9

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The Neptune Ball/June 10, 2018

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This is finally what you need to convince Triton and Jared! Hurry and do so before it is too late. You must persuade them to include a military alliance in the treaty!

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