April 23, 2016

- 034

A Trunk

This is Eidola's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Felix's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Delia's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Moenia's private trunk. It seems a little ratty. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Semiramis's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is the private trunk of Cryseon and Meizon. It has an especially sturdy lock. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 20.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Maxene's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Hiems's private trunk. It has an especially sturdy lock. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- **3.** Pick the lock. This space has a lock difficulty of **20**.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Salo's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Fresi's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Paldeen's private trunk. The lock has an unnatural aura. Unstashable items can be stored here.

Note: Do not flip directly to the last page from this one. You must go through the second page.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 20.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time and flip to the last page.) Afterwards, you may turn to the next page.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Lock

There is a bag of magical sleeping powder attached to the lock! If you are the owner of the trunk, you can automatically access the items inside. If not, roll a d20. If you roll a 20, you successfully open the lock and can access the items in two minutes' time. Otherwise, the lock does not open, and everyone within 2 ZOC is knocked unconscious by the powder for five minutes. You can choose to automatically fail this dice roll. This is an acute poisoning effect.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Leda's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Prymnesios's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 034

A Trunk

This is Izdubar's private trunk. Unstashable items can be stored here.

There are three ways to gain entrance to this trunk:

- 1. Be the owner of the trunk.
- 2. Hit the lock with a CR of 6 or greater.
- 3. Pick the lock. This space has a lock difficulty of 15.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. (If the room is yours, you may bypass the wait time.) Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

-030

Intricate Golden Sigil

You see an especially ornate golden sigil and, under it, a medium-sized hinged door, carved smoothly into the wall, with no handle. If you touch this sigil for 1 minute, flip to the next page.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 015

Wedding Pavilion

An airy pavilion with floor-to-ceiling windows, all dressed with lacy, cream-colored curtains. The floor is strewn with flower petals.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

-030

Door

If there are eight emeralds embedded here, the door opens to you, and you can access the contents of the envelope. You are the official "finder" of the contents, so they are legally in your possession and can only be transferred by a contract with one or more countries. You cannot put anything inside, and you cannot allow others to access the door in your stead.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 015

The Wedding Altar

The altar, gilded and carved intricately. It runs on a magical timer and will ignite its flame precisely when the wedding is scheduled to begin. It gives off an flowery fragrance—like all fine altars, it contains a small compartment, meant to be filled with expensive herbs that will perfume the air when burned.

The compartment is locked. There are two ways to gain entrance to this space:

- 1. Hit the lock with a **CR of 6** or greater.
- 2. Pick the lock. This space has a lock difficulty of 5.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 030

Dining Hall

A large dining room with high ceilings, cream-colored walls, and a marble buffet table.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 030

Gaming Hall

A smaller room, decorated with maroon rugs and tapestries, plush chairs and a triangular Bluffmaster table made of cherry wood.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

-030

Bluffmaster Table

This is a gorgeous Bluffmaster table, covered in navy velvet, with interesting, old-fashioned markings. Money for the "pot" should be gathered on this sign.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 002

Seashore

A sprawling expanse of soft, white sand. The gleaming Bay of Acheron stretches as far as you can see.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Outside - 002

Woods

The seashore ends, replaced by lush green woods.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Outside - 002

Shrine

Among the trees, you see a small stone shrine covered with poets' scribblings, most of the letters worn with age. If you spend 2 minutes scrutinizing the verses, turn to the next page . . .

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Outside - 002

The Power of the Shrine

Poets have communed with the mysterious forces that cling to the island Cos, and those forces have eased the psychic pain of those poets and their friends in return. You, too, can ask for such a blessing, either for yourself or for a suffering companion. Simply approach the shrine with a newly composed poem of at least 17 syllables that somehow discusses one of the sufferer's deepest secrets. Write that poem on the page above. Now, if the island favors you, the sufferer will be healed, at least to some extent . . .

After writing the poem, roll a D20. If your roll is at least 10, then the sufferer gains 1 psychic health point. If your roll is at least 20, then the sufferer gains 2 psychic health points, and their psychic health max also increases by 1, to a max of 7. If you roll a 1, then the sufferer loses 1 psychic health point.

Each poet can write up to five poems here.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

- 013

Meeting Hall

A splendid meeting hall. It has stained-glass windows and is filled with cushioned benches. There is a triangular Bluffmaster table inside.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Signs

- 013

Vase

A large vase, overflowing with an arrangement of red, pink and white cloth roses. If you examine this closely for one minute without being interrupted, turn to the next page

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Signs

- 013

Flower Arrangement

Hm, there's quite a few nooks and crannies among these flowers— someone could hide something here. Look in the envelope and see what you have found, if anything.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

-030

Bluffmaster Table

This is a serviceable Bluffmaster table, with interesting, old-fashioned markings. Money for the "pot" should be placed on this sign.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Signs

- 013

A Hastily Scrawled Note

Gods, forgive me. I've already failed. I can feel my flesh rotting beneath my skin even as I write these words, corrupted by the foul kiss of poison. I know now that I am doomed, though I can only guess at the identities of those responsible. I suspect that I will die before the sun sets, and I fear this wedding, too, will end in bloodshed and strife. Please, for my sake, for the sake of peace, in the name of all the gods of Olympus, do not let my death turn you against each other. Do not let rage consume your reason, lest the wrath of divine prophecy tear all our nations asunder. Please, know that I would have your nations be brothers once more, not bitter rivals. Know that I would have done everything in my power to prevent war. Know that I would have at least tried. I beg of you to do the same. I am sorry...

-Sirasu Noon

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Sians

- 013

An Open Letter

Sirasu Noon,

As the chief diplomat of the Assyrian Dominion, there are several facts you ought to be apprised of before you arrive at the royal wedding - potential points of contention that you should be prepared to defuse if tensions escalate. An Etruscan merchant of no small wealth named Paldeen has unearthed the ancient Diadem of the Sabines, and plans to sell it to one of the nations in attendance; the treasuries of Scythia and Etruria will doubtless vie for such a prize. Moreover, if worst comes to worst, both rulers have brought with them devices for communicating with their armies. With these communicators, they have the ability to ignite a vicious war such as the Sabine nations have never before seen. These are sophisticated magical devices with several keys. Our intelligence has been able to determine that the number pressed dictates the intensity of the attack. Pressing the key marked "0" should convey no military order; higher numbers command subsequently more aggressive courses of action. Of course, I pray the wedding goes smoothly, and that neither side resorts to such desperate measures. But the knowledge is available to you should you require it.

May Jove smile upon you, may your words be heeded by all, and may peace be the will of the gods.

Sincerely, The Secretary-Consul of Assyria

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Outside -034

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

An iron horse with a flaxen tail. The faster the horse runs, the shorter his tail becomes. What is it?

You have one chance at answering this riddle—when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

Please do not remove this until April 24th, 2016.

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

Meeting Hall - Riddle (Outside -034) - Answer (Outside -034) Signs The Wedding by the Acheron April 23, 2016 Outside -034 **Answer** A needle and thread.

Please do not remove this until April 24th, 2016.

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

Outside -034

Answer

A needle and thread.

Please do not remove this until April 24th, 2016.

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

April 23, 2016

Alcove by -015

Garden

An unconventional garden, decorated with swirling sand patterns, smooth gray stones, and burbling waterfalls.

Please do not remove this until April 24th, 2016.

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

The Wedding by the Acheron

April 23, 2016

Alcove by -015

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

Who makes it, has no need for it. Who buys it, has no use of it. Who uses it can neither see nor feel it.

What is it? A . . .

You have one chance at answering this riddle—when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

Please do not remove this until April 24th, 2016.

— The MIT Assassins' Guild —

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

Garden - Riddle (Alcove by -015) - Answer (Alcove by -015) Signs The Wedding by the Acheron April 23, 2016 Alcove by -015 **Answer** Casket/Coffin.

Please do not remove this until April 24th, 2016.

— The MIT Assassins' Guild —

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

Alcove by -015

Answer

Casket/Coffin.

Please do not remove this until April 24th, 2016.

— The MIT Assassins' Guild —

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

The Wedding by the Acheron

April 23, 2016

Alcove by 034

Kitchen Door

Through a porthole-like window in the kitchen door, you see a burly cook scuttling about in a cloud of steam, attending to bubbling pots and pans in ovens and on magical, flameless grills. He will not willingly let you into the kitchen.

To stealthily enter the kitchen, roll a d20. If you rolled at least 12, you succeed in evading the cook's notice for 5 minutes; look at the page underneath this. Otherwise, the cook gives you a stern talking-to and kicks you out, and you cannot attempt to re-enter for 20 minutes. If you see someone besides the cook inside, you can alert the cook to the intruder's presence.

Please do not remove this until April 24th, 2016.

— The MIT Assassins' Guild —

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

The Wedding by the Acheron

April 23, 2016

Alcove by 034

Kitchen

To examine the food being prepared, look in the envelope. You cannot eat the food while it is still in the kitchen, nor can you bring items from outside and hide them in the kitchen. You can however steal food from the kitchen. After placing your hand on this sign for 30 seconds, randomly pick one item from the envelope; you can put this item back or take it with you from the kitchen. This is an interruptible mechanic.

If you dawdle here for more than 5 minutes, or if someone else alerts the cook to your presence, the cook throws you out, and you cannot attempt to re-enter for 20 minutes.

Please do not remove this until April 24th, 2016.

— The MIT Assassins' Guild —

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

The Wedding by the Acheron

April 23, 2016

Outside -030

Broom Closet

An unassuming broom closet. The closet is locked, and unstashable items can be stored here. There are two ways to gain entrance to this space:

- 1. Hit the lock with a CR of 8 or greater.
- 2. Pick the lock. This space has a lock difficulty of 10.

Once you have completed one of the above requirements, put your hand on this sign for **2 minutes**. Afterwards, you may access the items inside.

Please do not remove this until April 24th, 2016.

— The MIT Assassins' Guild —

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

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

The Wedding by the Acheron April 23, 2016 **A Fruitless Search** There are no compartments hidden in this panel.

> Please do not remove this until April 24th, 2016. — The MIT Assassins' Guild —

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

The Wedding by the Acheron April 23, 2016 **A Fruitless Search** There are no compartments hidden in this panel.

> Please do not remove this until April 24th, 2016. — The MIT Assassins' Guild —

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

The Wedding by the Acheron April 23, 2016 **A Fruitless Search** There are no compartments hidden in this panel.

> Please do not remove this until April 24th, 2016. — The MIT Assassins' Guild —

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

The Wedding by the Acheron April 23, 2016 **A Fruitless Search** There are no compartments hidden in this panel.

> Please do not remove this until April 24th, 2016. — The MIT Assassins' Guild —

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

Signs

The Wedding by the Ad	cheron April	23, 2016
	A	
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	remove this until April 24th, 2016	
— The	e MIT Assassins' Guild —	

GM - A Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding by the Acheron	April 23, 2016
В	
This is the B Envelope.	
Please do not remove this until April 24th	, 2016.
— The MIT Assassins' Guild —	

GM - B Signs

The Wedding by the Acheron April 23, 2016

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

The \	Nedding by the Acheron	April 23, 2016
	С	
	This is the C Envelope	
	This is the C Envelope.	
	Please do not remove this until April 24th	, 2016.
	— The MIT Assassins' Guild —	

GM - C Signs

The Wedding by the Acheron April 23, 2016

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The Wedding by the Acheron	April 23, 2016
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Please do not remove this until April 24th — The MIT Assassins' Guild —	, 2016.
— THE WITH ASSASSITS GUILD —	

GM - D Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding by the Acheron Ap	ril 23, 2016
E	
This is the E Envelope.	
Please do not remove this until April 24th, 20	16.
— The MIT Assassins' Guild —	

GM - E Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding by the Acheron	April 23, 2016
F	
This is the F Envelope.	
Please do not remove this until April 24th, — The MIT Assassins' Guild —	, 2016.
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GM - F Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding by the Acheron	April 23, 2016
G	
This is the G Envelope.	
Please do not remove this until April 24	th, 2016.
— The MIT Assassins' Guild —	-

GM - G Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding by the Acheron	April 23, 2016
Н	
This is the H Envelope.	
Please do not remove this until April 24th	n, 2016.
— The MIT Assassins' Guild —	

GM - H Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding by the Acheron	April 23, 2016	
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This is the I Envelope.		
Please do not remove this until April 24th, 2016.		
— The MIT Assassins' Guild —		

GM - I Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding	g by the Acheron	April 23, 2016
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	— The MIT Assassins' G	uild —

GM - J Signs

The Wedding by the Acheron April 23, 2016

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

The Wedo	ding by the Acheron Ap	oril 23, 2016
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Р	lease do not remove this until April 24th, 20 — The MIT Assassins' Guild —)16.

GM - K Signs

The Wedding by the Acheron April 23, 2016

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

The Wedding by the Acheron Apri	l 23, 2016
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This is the L. Envelope	
This is the L Envelope.	
Please do not remove this until April 24th, 201 — The MIT Assassins' Guild —	6.

GM - L Signs

The Wedding by the Acheron April 23, 2016

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

GM - Wood Paneling Signs

The Wedding by the Acheron April 23, 2016

Wood Paneling

A beautifully carved mahogany panel. If you inspect this for twenty seconds, you can discover any hidden compartments.

To do so, place your hand on this sign for twenty seconds, and then look under this page.

Please do not remove this until April 24th, 2016.

— The MIT Assassins' Guild —

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

The Wedding by the Acheron April 23, 2016 **A Fruitless Search** There are no compartments hidden in this panel. Please do not remove this until April 24th, 2016. — The MIT Assassins' Guild —

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

The Wedding by the Acheron April 23, 2016

Wood Paneling

A beautifully carved mahogany panel. If you inspect this for twenty seconds, you can discover any hidden compartments.

To do so, place your hand on this sign for twenty seconds, and then look under this page.

Please do not remove this until April 24th, 2016.

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

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

The Wedding by the Acheron April 23, 2016

Wood Paneling

A beautifully carved mahogany panel. If you inspect this for twenty seconds, you can discover any hidden compartments.

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The Wedding by the Acheron April 23, 2016 **A Fruitless Search** There are no compartments hidden in this panel. Please do not remove this until April 24th, 2016. — The MIT Assassins' Guild —

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The Wedding by the Acheron

April 23, 2016

Outside -034

Golden Sigil

You find a small hinged door, carved smoothly into the wall with no handle, covered by a golden sigil. If you touch this sigil for 1 minute, flip to the next page.

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The Wedding by the Acheron

April 23, 2016

Outside -034

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

An iron horse with a flaxen tail. The faster the horse runs, the shorter his tail becomes.

What is it?

You have one chance at answering this riddle—when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

Please do not remove this until April 24th, 2016.

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

The Wedding by the Acheron April 23, 2016 Outside -034 **Answer** A needle and thread. Please do not remove this until April 24th, 2016.

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

The Wedding by the Acheron April 23, 2016

Wood Paneling

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The Wedding by the Acheron

April 23, 2016

Alcove by -015

Golden Sigil

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April 23, 2016

Alcove by -015

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

Who makes it, has no need for it.

Who buys it, has no use of it.

Who uses it can neither see nor feel it.

What is it? A . . .

You have one chance at answering this riddle—when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

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The Wedding by the Acheron April 23, 2016 Alcove by -015 **Answer** Casket/Coffin. Please do not remove this until April 24th, 2016.

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GM - Wood Paneling Signs

The Wedding by the Acheron April 23, 2016

Wood Paneling

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April 23, 2016

Outside -002

Golden Sigil

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April 23, 2016

Outside -002

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

Humans have long known me, Yet none have ever seen me, The loudest lash out at me, Like a child I talk back.

You have one chance at answering this riddle— when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

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The Wedding by the Acheron April 23, 2016 Outside -002 **Answer** Echo.

Please do not remove this until April 24th, 2016.

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GM - Wood Paneling Signs

The Wedding by the Acheron April 23, 2016

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April 23, 2016

-002

Golden Sigil

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April 23, 2016

-002

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

My makers their old powers lend To veins where their blood still does wend, But I may break as well as mend. I'm hidden at this journey's end.

You have one chance at answering this riddle— when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

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

GM - Wood Paneling - Golden Sigil (-002) - Riddle (-002) - Answer (-002) The Wedding by the Acheron April 23, 2016 -002 **Answer** Diadem.

> Please do not remove this until April 24th, 2016. — The MIT Assassins' Guild —

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GM - Wood Paneling Signs

The Wedding by the Acheron April 23, 2016

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April 23, 2016

-002

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April 23, 2016

-002

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

I am the beginning of the end, and the end of time and space. I am essential to creation, and I surround every place. What am I?

You have one chance at answering this riddle— when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

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-002

Answer

E.

Please do not remove this until April 24th, 2016.

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GM - Wood Paneling Signs

The Wedding by the Acheron April 23, 2016

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April 23, 2016

-030

Golden Sigil

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April 23, 2016

-030

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

I sound from strings

And sound like cords.

What am I?

You have one chance at answering this riddle—when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

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GM - Wood Paneling - Golden Sigil (-030) - Riddle (-030) - Answer (-030) Signs The Wedding by the Acheron April 23, 2016 -030 **Answer** Chords.

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GM - Wood Paneling Signs

The Wedding by the Acheron April 23, 2016

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April 23, 2016

-030

Golden Sigil

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April 23, 2016

-030

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

Tiny, cold, metal, round,
Disproportionately loud,
I fall lighter than a knife
And weigh greater than a life.
What am I?

You have one chance at answering this riddle—when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

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GM - Wood Paneling - Golden Sigil (-030) - Riddle (-030) - Answer (-030) Signs The Wedding by the Acheron April 23, 2016 -030 **Answer** Coins.

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GM - Wood Paneling Signs

The Wedding by the Acheron April 23, 2016

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April 23, 2016

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April 23, 2016

-030

Riddle

Your wits are the key to this door. A riddle suddenly pops into your head; you may not discuss the riddle or its answer with anyone else:

Clearly good, clearly right,

Clearly evil, dark as night.

Clearly owed, clearly fair,

Clearly just and clearly there.

What am I?

You have one chance at answering this riddle—when you think you have the answer, check the page below. If your answer is correct, the door will swing open, and you may open the envelope below and take anything you find inside. You cannot put anything else inside, and you cannot allow others to access the door in your stead. If your answer is incorrect, this door is forever locked to you.

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GM - Wood Paneling - Golden Sigil (-030) - Riddle (-030) - Answer (-030) Signs The Wedding by the Acheron April 23, 2016 -030 **Answer** Nothing.

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