

Dungeons and Delegates/Oct 16, 2016

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The Tome of Ezekiel

This notebook is out-of-game. You may start with the first page open.
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This book describes a detailed set of procedures for resurrecting Ezekiel. The Oracle has already completed many of the necessary rituals and has provided you with the necessary reagents. Begin by finding a strong open flame such as a torch. Combine Flask of Spiritual Resurrection (706) and A Quintu Seed (952), destroying A Quintu Seed (952). This will activate the flask.

When you complete this step, you may turn to **2**.

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Ezekiel will be resurrected not in corporeal form, but by overlaying his spirit on top of an existing humanoid, although the nature of the magic prevents the vessel from being a fae. The following races are acceptable vessels, roughly in order of preference: human, minotaur, goblin, troll, or ogre.

You can attempt to use another race as a vessel, although you are not certain how well the spell will work. The victim does not need to be a willing recipient, but their goals should still align with that of the fae. As you interact with the other races at the council, you should be evaluating their suitability as recipients of Ezekiel's soul. Engage in a conversation of at least two minutes with members of two such races.

When you complete this step, with you may turn to **3**.

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Now the hardest part, the one that The Oracle could not do for you: you must find the gemstone that was the centerpiece of Ezekiel's tombstone. You know that it was stolen by the powerful lich Xavier, and is likely being used as a phylactery. You know that the phylactery must be near the lich at all times, although is not likely to be on its person. Still it is likely well hidden.

When you find the phylactery, you may turn to **4** (it is okay if the phylactery has already been destroyed).

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This gemstone contains Ezekiel's soul. To extract it, you must crush the phylactery and grind it into a powder, then pour it into the Flask of Spiritual Resurrection (706). (If the phylactery has been destroyed, you just need to pour the powder into the flask.)

When you complete this step, you may turn to **5**.

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The potion is now ready: whoever drinks it will obtain Ezekiel's will. Convince someone to drink the potion, preferably a human, minotaur, goblin, troll, or ogre. You may also force it upon someone who is Knocked Out or Restrained. When you complete this step, go find a GM.

Long live Ezekiel, Lord of the Fae!

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Delving Into Monster Dreams

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Dreams take many forms: sometimes scary, sometimes pleasurable, sometimes thrilling. Monsters and humans have different pleasures and frights, so to better understand the dreams of monsters you will need to find out what they love and fear. Ask two monsters what they most love, and two different monsters what they fear most. Spend at least one minute on each conversation.

When you complete this step, you may turn to **2**.

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These monsters have such interesting diversity, but you know from experience that, like humans, monsters are never willing to admit what they fear. Use your Read Dreams ability on one of the monsters you interrogated on the previous page, and compare what you observed with what they claimed. Alternatively, you may use Read Dreams on any two monsters.

When you complete this step, you may turn to **3**.

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Mmm basking in the dreams of others always makes you sleepy. Go find some flowers or herbs and sleep by them for one minute. For the period of time that you are asleep you are unable to resist dark water attacks directed against you.

When you complete this step, you may turn to **4**.

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Find something a non-fae monster fears either by asking them, or using your Read Dreams ability (you **cannot** use a monster you have already interrogated from a previous step). Find some way to make their fear a reality. This can be a minor fear, but the recipient must visibly appear to be frightened.

When you complete this step, you may turn to **5**.

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Find something a non-fae monster wants either by asking them, or using your Read Dreams ability (you can use a monster you have already interrogated from a previous step). Help them achieve their dream; they must perceive this achievement as a significant goal.

When you complete this step, you may turn to **6**.

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After reading the dreams of the many monsters here, and realizing both their hopes and fears, you are finally ready to begin manipulating their dreams directly. You may now freely use your Control Dreams ability on Wounded or Knocked Out non-fae monsters (ignore the human-only restriction).

Nothing amuses you more than planting false dreams in humans and watching them walk into your carefully laid traps. You're eager to start experimenting around with monsters.

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Long live Ezekiel, Lord of the Fae!

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Maze Masterpiece

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Rocks! Rocks! Rocks! All you have to work with is rocks! You hate how inflexible they are, but you love the appeal of using them for your mazes. You need to show that Sphinx who is the boss around here. You need to hear about the best rocks in the world.

Turn the page after you have asked 5 other creatures at this conference what their favorite kind of rock is.

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That didn't help. You need to figure this out. Spend 5 minutes in the dungeon searching for clues.

Turn the page once this is complete.

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Hm. Yes. Progress. Finally. That is all very interesting, but you need traps in your mazes! Your mazes are legendary for their traps! Maybe those fae can give you some ideas? They trap humans all the time!

Turn the page after you have spend a total of 5 minutes talking to one or the other of the fae about traps.

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Traps are always useful. You have some ideas for traps to put in your maze now. Of course, you'll need to make sure that the Sphinx enters your maze. You know that the sphinx will refuse, having no respect for your cleverness. Find a partner who agrees to help you knock out the Sphinx and drag it to your maze.

Turn the page when you have found a willing ally. (Don't knock the sphinx out yet, you'd give away the game.)

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Great. Now you can really do this. You just have to build your maze. You do this, of course, by sketching out your blueprints and using magic to will it into existence. But you forgot your sketching tools. Maybe someone around here has something you can use?

Turn the page after you have found a The Quill of Dark Desire (365) or other game item that is clearly a writing implement, and a piece of Paper (265), and made a sketch of your maze.

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Excellent. Spend 5 minutes standing at the entrance to your maze and willing it into existence. You may talk to other players, but not take any other actions. If you stop this action to do something else (like notice a waylay, engage in combat, etc.), you must start your 5 minutes over.

Turn the page after you have completed this task.

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Excellent. Your masterpiece awaits! Now you need to get your ally and lure the Sphinx into a deserted area so you can knock it out and drag it to your maze! Then go find a GM.

Turn the page once the Sphinx has been trapped.

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Congratulations. You have trapped the Sphinx! The Sphinx must complete your maze to escape and suffers a -5CR penalty until your puzzle has been solved!

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Curing Petrifying Glare

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You need to talk to people who might know how to cure you. The Loremasters pride themselves on arcane knowledge. Find one of them and spend two minutes discussing your problem and possible ways to cure it.

When you complete this step, you may turn to **2**.

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That was sort of useful. You don't have a definite answer yet, but you have some idea of how to proceed. Find Eyebright (982), Ginkgo Leaves (234), and Bilberries (847). Mix them together in the Cauldron. Brew them for two minutes.

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Curses!!! The potion stubbornly refuses to turn bright yellow. The djinni Tayschrenn might know what's wrong. Show him the cauldron and spend two minutes discussing the potion. If Tayschrenn is unavailable, any other magical creature will do – you'll just have to spend four minutes discussing instead.

When you complete this step, you may turn to **4**.

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Aha, you were missing Forsythia (347)! Find some and add it to the potion. Brew for one more minute while making ritual gestures over the cauldron. (Roleplay accordingly.)

When you complete this step, you may turn to **5**.

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Great, the potion is the correct shade of blinding yellow. Now you need two sorcerous creatures (Fae, Demon, Djinni and/or Lich) to chant together over the potion for one minute. (Roleplay accordingly.)

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You dip your finger into the potion and wipe it over both eyes. Then you drink the rest of it. Bleah, that tasted horrible. But you can immediately feel the difference. You are healing! (You have +10 CR for the purpose of Stone Gaze, but for the remainder of game, the duration of stone gaze remains 5 minutes.)

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Riddle Masterpiece

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Numbers. Numbers. So many numbers are floating around your head! You need to find the best riddle, but how can you with so many numbers in your head?

Turn the page when two monsters correctly answer one of your riddles.

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Always seeming cryptic and incomprehensible is vital to maintaining your status. Turn the page when you have gotten at least three other creatures to hold hands with you in a circle (players may pretend to hold hands if you are not comfortable with physical contact) and then walk clockwise around that circle for 30 seconds, then counter-clockwise for 30 seconds.

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You often use monsters against themselves to find the perfect riddle – turn the page when you have gotten at least 2 monsters to tell you new riddles you feel are of at least passable quality.

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Yes! This is it! Now you must go and place two Bilberries (847) and four Eyebright (982) into a cauldron. Stir for 60 seconds while incanting your riddle: “What walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?” (A human)

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Mmm a perfect potion. The first person to drink it (which could be you, if you so desire) gets +5CR (see a GM.)

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