

staple binding along here

Dungeons and Delegates/Oct 1, 2016Not Transferable

### The Tome of Ezekiel

This notebook is out-of-game. You may start with the first page open.  
You may only open pages when directed to.

staple binding along here

Dungeons and Delegates/Oct 1, 2016Not Transferable

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**.

staple binding along here

Dungeons and Delegates/Oct 1, 2016Not Transferable

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**.

staple along here

1

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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).

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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!

staple along here

3

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

4

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

5

Do not open this page until you are directed to do so.

fold:  
back:  
here:

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

### Delving Into Monster Dreams

This notebook is out-of-game. You may start with the first page open.  
You may only open pages when directed to.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

staple along here

1

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

staple along here

3

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

4

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

5

Do not open this page until you are directed to do so.

fold:  
back:  
here:



Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

staple along here

6

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

**The Tome of Ezekiel**

This notebook is out-of-game. You may start with the first page open.  
You may only open pages when directed to.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

staple along here

1

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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).

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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!

staple along here

3

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

4

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

5

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

**Maze Masterpiece**

This notebook is out-of-game. You may start with the first page open.  
You may only open pages when directed to.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

staple along here

1

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here



Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.)

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

staple along here

3

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

4

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

5

Do not open this page until you are directed to do so.

fold:  
back:  
here:

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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!

staple along here

6

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

7

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

8

Do not open this page until you are directed to do so.

fold:  
back:  
here:

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

**Curing Petrifying Glare**

This notebook is out-of-game. You may start with the first page open.  
You may only open pages when directed to.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.

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

staple along here

1

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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**.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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.)

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

staple along here

3

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

4

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

5

Do not open this page until you are directed to do so.

fold:  
back:  
here:



Dungeons and Delegates/Oct 1, 2016

Not Transferable

sample binding along here

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.)

staple along here

6

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

**Riddle Masterpiece**

This notebook is out-of-game. You may start with the first page open.  
You may only open pages when directed to.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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 someone correctly answers one of your riddles.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

What is the essence of existence? What is life? What is life to a monster? What is life to a human? If only you could find the human in disguise. Ask those around you "What is the meaning of breathing to a dove?"

Turn the page when someone speaks for over 60 seconds in response to your question.

staple along here

1

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Now it is time that is driving you mad! What can you do to alleviate this mental soup that plagues your mind? Maybe you need to work this out through movement?

Turn the page when you have gotten 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 3 minutes.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Numbers! Humans! Time! You have no idea where this riddle will come about! That dance was useless. You need inspiration!

Turn the page when you have spoken to 5 other creatures for inspiration.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Ah! yes! Maybe that is the answer. You must go spend ten minutes alone, crafting this riddle to defeat the Minotaur!

Turn the page after you have done this.

staple along here

3

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

4

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

5

Do not open this page until you are directed to do so.

fold:  
back:  
here:

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

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)

After you have created this potion, you must force it down the throat of that blasted minotaur! You know that Gulfim will never cooperate whilst conscious! Afterwards, turn the page.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

After the potion has been poured down the throat of the knocked out minotaur, the minotaur must answer the riddle (You will need to tell him the riddle). The Minotaur suffers a -5CR penalty until the riddle is solved.

staple along here

6

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

7

Do not open this page until you are directed to do so.

fold  
back  
here



Dungeons and Delegates/Oct 1, 2016

Not Transferable

slaple binding along here

Tongues

This notebook is out-of-game. You may start with the first page open.  
You may only open pages when directed to.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

slaple binding along here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

slaple binding along here

You wish to speak the common language of the people and monsters. How do you do so? Perhaps you need to listen to their vernacular? Pose the question “What have you done the day before yesterday’s tomorrow’s tomorrow?” to every creature you see until you receive an answer that mentions something they have done today.

Turn the page when you receive a proper answer.

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Hm. That was quaint. Are you sure you want this? Yes. Yes you are. Listening isn't your style, though it did help a little. Maybe you need to read one of their books?

Turn the page when you find a book with the word "common" in the title and read it.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Well, that was only a little bit helpful. Maybe you need a spell? Or a wish? Yes, a wish!

Turn the page after you have seen a magic user (a Fae, a Djinni, a Demon or a Lich) about your wish.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Well, that was unfortunately not productive. Maybe the potion idea was right, after all? You'd think that you would know how to make a potion to solve this, but it seems that knowledge is beyond you! That demon, Ahiraxon-Gukhasha or the old dragon Onyx might know something.

Turn the page after you have asked one or the other about this potion idea.

staple along here

3

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

4

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

5

Do not open this page until you are directed to do so.

fold  
back  
here

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Yes! A potion exists! But how can you obtain it? Where could it be? You go into a trance and sense that it is near—surrounded by stone?

Deck a hand of 3 and then go find a GM.

Turn the page after you have obtained the potion.

Dungeons and Delegates/Oct 1, 2016

Not Transferable

staple binding along here

Wow. What a long journey it has been to obtain this potion! Now you will hopefully gain what you desire! You drink the potion and gain the ability to speak in simple mundane phrases. Congratulations?

staple along here

6

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

7

Do not open this page until you are directed to do so.

fold  
back  
here