

Dungeons and Delegates/Today

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Raise Monster Ritual

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What makes a goblin like a human? Why can you raise only weak monsters? If you can figure out what makes a goblin and a human so similar, you may be able to isolate the “monster” element and study it. Maybe you need to extract the goblin’s essence?  
Turn the page if you are able to do so.

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So that’s it. Hmm. What exactly is this? Maybe there is a book about it somewhere.  
Turn the page when you see the number 4321.

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Ok, now you have the key knowledge—but you can't read it! What is this language? It is a language with pictorial symbols. Someone around here must know how to read this, but they cannot know what are you up to! They won't understand your genius.

Turn the page once the book has been translated.

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Aha! The answer was right in front of your face! Of course that is the answer! Now you need to find a source that can amplify that "beastly" aspect in your ritual!

Turn the page after you have found this source.

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Now you must test your hypothesis! If you can find a suitable corpse to raise, that would be the perfect experiment! It would be unwise to waste your experiment, on Onyx, in case it fails. Who around here is an adequate target?

Turn the page after you have performed your experiment.

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You need to just add a few drops more and your ritual is perfected! Now you can be the most powerful necromancer in all of Aystyria! Congratulations.

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The Tome of Ezekiel

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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: humans, ogres, trolls, minotaurs, goblins.

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 receipient, 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 receipents 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. Fortunately you know that Strong is also searching for the phylactery.

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 Flask of Spiritual Resurrection (706).

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, ogre, troll, minotaur, or goblin. 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.

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 can 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 every other creature what their favorite rock is.

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That didn't help. You need to figure this out. Spend 10 minutes in the dungeon searching for clues.

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Hm. Yes. 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 15 minutes talking to the fae about traps.

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Traps are always useful. Another thing you need to do, however is make sure that Sphinx will stay good and trapped in your maze until they figure it out! Maybe you can find a partner to help you knock it out and drag it to your maze.

Turn the page when you have found a willing ally.

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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 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.  
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!  
Turn the page once the Sphinx has been trapped. Go find a GM.

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

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Something about that picture looks familiar. You don't know why, but you feel like you've seen this dragon before you met him in the council. You feel an urge to do a bit of research into his history. He often boasts about his "Great tomes of knowledge" in his library. Go to the library and proceed to page 3.

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Dungeons and Delegates/Today

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You walk into the library and are overwhelmed by the amount of books. You need one particular one. This might be difficult  
Begin decking. Once you get a level 2 hand, proceed to page **4**.

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You can't decipher this book. However, you did come across a recipe for a "Comprehend Languages" potion. Unfortunately, you never learned how to make potions. One of the other delegates must be able to. The formula:

1. Cave Fungus (512)
2. Seed of the World Tree (605)

Once you drink this potion, turn to page **5**.

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You feel a sudden rush of comprehension. You feel like you can understand anything. Go back to the library and get a level 4 hand in decking.  
Then go to page **6**.

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This journal recounts Onyx's time with your mother. He must be the father who gave you the name you hate so much.

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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.

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

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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 three 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 one fae from the Winter Court and one fae from the Summer Court to chant together over the potion for one minute. (Roleplay accordingly.)

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

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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 have been healed!

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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 someone correctly answers one of your riddles.

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What is the essence of existence? What is life? What is life to a monster? What is life to a human? If only a human were here. But you feel as if one of the creatures around you is a human in disguise. Which one? Ask “What is the meaning of breathing to a dove?” until you gain an answer that only a human can speak!

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

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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 form a square with you and recite prime numbers for at least three minutes.

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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 every other creature for inspiration.

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

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Yes! This is it! Now you must go and place Bilberriesx2 and eyebrightx4 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?"

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

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After the potion has been poured down the throat of the knocked out minotaur, the minotaur must answer the riddle. The Minotaur suffers a -5CR penalty until the riddle is solved. Congratulations.

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Tongues

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“You wish to speak the common language of the peopel and monsters. How do you do so? Perhaps you need to listen to their vernacular?” you thknk to yourself. You intend to pose the question “What have you done the day before yesterday's tomorrow's tommorrow?” to every creature you see.

Turn the page when you recieve a proper answer to your question.

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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 "common" book and read it.

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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 the Djinni about your wish.

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Well, that was unfortunate. Maybe the potion idea was right, afterall? You think that you would know how to make a potion about this, but it seems that knowledge is beyond you! That demon or that old dragon might know something.

Turn the page after you have looked into this potio idea?

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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?

Turn the page after you have obtained the potion.

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Not Transferable

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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  
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here