

THE KING'S PROXY

Rise to Royalty, Part 4 (Optional). Rec. LvL 3-5

Terrain

Balcony seating and lower stairs are 5ft above liquid, top of stairs is 20ft up, throne sits 30ft up.

Setup: Royal Meeting

The court has agreed to introduce the party to “the King,” as part of evaluating their fitness to take his place. If they arrive with a certain sphere (see: **Archaeology Lift**) he will trust them swiftly.

The King's Proxy

The King has been dead for over a year. His proxy, a **King Mimic** (as **Mimic** with a Humanoid form that may use all abilities), has been kept in his place until the court can arrange a successor. The liquid is mimic essence the **King Mimic** can control.

League of the Bloodied Robe

A group of anti-magic assassins, the **League of the Bloodied Robe**, has been let in by conspirators. Their group here consists of one Bandit Captain and two **Thugs**. All have the **Mage Slayer** feat. Optionally, any survivors of the last attack join (see: **Portal to Power**).

Churning Liquid Mimicry

The liquid is mimic essence that the **King Mimic** will lose control of. It acts as a **Mimic** with 90 HP, AC 11, and initiative 0: it makes one Pseudopod attack against each creature within 5ft of its liquid on its turn. Only contiguous bodies of liquid may be targeted to deal damage, not floating spheres. All liquid is difficult terrain.

Gallery of Guests (Optional)

Friends, foes, and other notable NPCs may be here to visit the King.

- **Mortyr** (as **Hobgoblin** with Int 14 and Firebolt) is here as a diplomat—if the party has the **Scholar's Seal** (see: **Archaeology Lift**), he will assist them.

Phase 1 : A Meeting with the King

The Royal Herald (as Commoner) introduces the party.

- the party enters from the south.
- **King Mimic** mostly uses facial expressions and one-word answers.
- **History** or **Performance** DC 14 check to use court etiquette; they'll notice the King doesn't keep up.
- Before **King Mimic** can get to the point, two

anti-magic bolts fly from the gallery. At least one, or a shard of it, strikes him—he struggles to keep his humanoid form.

Phase 2+ : Assassins!

The doors have been barred and fighting rings out from nearby halls.

- **League** assassins leap from gallery.
- **King Mimic** summons tendrils (Phase 2), tells the party they're “on our side” and to take out assassins.
- At bottom of first combat round, proceed to Phase 3. **King Mimic** realizes he's lost control and the **Churning Liquid Mimicry** attacks.
- The **CLM** expands to Phase 4 on its next turn. From then on it will reverse Phase every 30HP lost (at 60, 30, & 0HP).

Legendary Mimic Powers

Normally the powers of **King Mimic**, disjuncted and gone rogue.

- **Mimicification**: one creature is splashed with a spray of mimic liquid—they make a DC 15 **Constitution save**. On a failure, they **polymorph** into a **Mimic**. Revert at the end of their next turn or upon reaching 0HP in **Mimic** form.
- **Absorption**: the liquid makes a pseudopod attack on a creature within 15ft. They make a DC 15 **Strength save** if hit. On a failure, they drag the creature into the nearest liquid—they suffer 2d4 acid damage, and a further 2d4 acid damage on the start of each turn. Freed via an Athletics DC 13 check or an attack that hits on the liquid they inhabit.
- **An Unfortunate Swap**: the liquid reaches for a held or openly worn item, including armour, of a creature. They make a DC 15 **Dexterity save**. On a failure the item is transformed into a hilariously useless alternative until the end of their next turn.
- **Slingshot Blob**: the liquid makes three +5 ranged attacks at any creature in the room more than 5ft from liquid. On a hit, it delivers 1d4+2 acid damage.

Post-Fight (Optional)

If the **King Mimic** survived, he bestows an **Amulet of Royal Protection** (as Ring of Protection but an amulet). Either way, news of the **Mimic King** will get out soon, and the court rushes the party to the next stage of their plan (see: **Star-Seer's Ascent**).

This encounter is created for **Throne Room Battle Map**, it can be downloaded here: <https://www.patreon.com/posts/throne-room-map-71853520>