

An Acidic Eclipse

TTRPG

A Scroll of Malevolence from the Church of Doom

#021



The party quickly learns the enormous statue of an ancient black dragon in the middle of the town isn't a statue at all, as the 666th lunar eclipse to fall over the town releases the dragon from its petrified prison.

Environment

- * **{Unholy Eclipse}** The 666th eclipse is a catastrophic event that not only blots out the sun's light, but also casts an anti-magic cone across the entire realm for a few brief moments.
- * **{The Town}** The townsfolk panic at the sight of the dragon and flee into any nearby alleyway or building they can. Without organization, they will clog entryways trapping many people outside and make it difficult for the heroes to move around.

Threats

- * **{Flaguuth the Bile}** An ancient black dragon with 2 broken horns. His acid is so

rancid, it bubbles and drips from his eyes bloodshot. Flaguuth is fond of watching his prey suffer excruciatingly slow and painful deaths, or leaving them with hideous acid scars that will never heal.

Timers

- * **{Free at Last}** Flaguuth breaks free of his magical prison 1d4 rounds after the eclipse begins with the help of his acid breath
- * **{Lost Magic}** Magic will cease to work for an additional 1d4 rounds after Flaguuth escapes his magical petrification.

Treasures

- * **{Flaguuth's Horde}** Those who defeated Flaguuth the Bile were merciful enough to imprison him with a large chest containing his 4 most precious gemstones. The chest depetrifies with the dragon, and each of the gems can be shattered to open a portal to its corresponding elemental plane.