

Tome IV

Scrolls of Revelation #051-#055, Scrolls of Malevolence #016-#020, Scroll of Delving #004



The MAGE Quirk Scroll

1d10 odd appearances, 1d10 memorable voices, and 1d10 amusing hobbies



Odd Appearances

You can tell a lot by the way a person dresses.

1. **{Scaley Scarf}** Wears a lizard-tail scarf that occasionally twitches or constricts.
2. **{Little Rings}** All of their many rings are too small for their chubby fingers.
3. **{Tattered Hat}** More than one arrow has pierced their dusty top hat.
4. **{Facade Coat}** Their reversible coat blends in with both beggars and nobles.
5. **{Tattoo List}** Dozens of crossed-out names cover their body {they don't know why}.
6. **{Dart Fingers}** Their prosthetic fingers can be removed and used as playing darts.
7. **{Iron Beard}** Their waist-length beard is made entirely of interlinked chainmail.
8. **{Cold Pipe}** A tobaccoless eel-shaped pipe hangs limply from their lips.
9. **{Grinning Teeth}** Every one of their teeth has a grinning skull carved into it.
10. **{Cutting Skirt}** Concealed in their skirt's frilly trim are a dozen razor blades.



Memorable Voices

Come again?

1. **{Skittish Speech}** Stutters over their words, but only when they're nervous.
2. **{No Disrespect}** Starts most sentences with, "If you don't mind me saying so, ..."
3. **{Blunt}** Says exactly what's on their mind the moment it enters their mind.
4. **{Valued Input}** Is always asking strangers for advice on random life decisions.
5. **{Complimentary}** A conversation isn't over until they give you a compliment.
{Shady} Something about their tone makes everything they talk about seem illegal.

7. **{Smoker's Lung}** Perpetually hoarse and out of breath, but they'll never quit.
8. **{Humdrum}** They couldn't come across as enthusiastic if their life depended on it.
9. **{Pot Stirrer}** Whether you care to hear it or not, they've got some juicy gossip.
10. **{Forgetful}** You can remind them your name 100 times, and they'll still forget it.



Amusing Hobbies

Everybody needs one.

1. **{Dragon Carver}** They've never seen a dragon, but they sure love whittling them.
2. **{Baker}** Nobody in town bakes a better nymph berry pie than they do.
3. **{Cringey Poet}** They're just too "different" for anybody to appreciate their poems.
4. **{Eclectic Scholar}** They know very little about an awful lot of unusual subjects.
5. **{Puppeteer}** Their shows are as creepy as you'd expect, but they love doing them.
6. **{Horn Collection}** Priceless and rare, they have horns from every beast imaginable.
7. **{Game Enthusiast}** They'll never say no to a game, even if they don't know the rules.
8. **{Explorer}** They're no adventurer, but they love getting out into the wilderness.
9. **{Wine Connoisseur}** They can be a bit snobbish, but at least the wine is free.
10. **{Amateur Painter}** They know they're terrible, but they love it anyways.



The Festival Scroll

1d6 whimsical festivals, 1d6 carnival games, and 1d6 circus freaks



Whimsical Festivals

Praise be such a joyous and merry day.

1. **{Day of Heavenly Winds}** Young and old gather to watch as a crew of god-chosen sailors board a ship that, winds willing, will deliver their cargo of bottled messages to the gods.
2. **{Heroes' Feast}** Everyone remembers the day brave heroes saved the town. They just aren't your players' heroes.
3. **{Rumblesday}** So long as everyone participates in this day of giant dances and traditions, the violent earthquake which returns every year shouldn't split a portal open to the plane of earth.
4. **{Twilight's Eve}** Every summer solstice, everyone revels in a day of pranks {that have gotten more dangerous every year} in hopes of keeping pesky fey at bay.
5. **{Soulsaving}** They never know exactly which day the lich of the north will come down from her mountain to claim a soul. They just know she expects it to be a most joyous occasion.
6. **{Festival of Wishes}** Just as the prophet foretold, it is the end of the world so you must make your final wishes heard by the gods. Nobody seems to question why this festival occurs every year.



Carnival Games

Step right up.

1. **{Tug-a-ward}** Any strong enough to pull the sack of treasure from the dragon's maw may keep it. The "dragon" is just 3 strong commoners in a poorly made costume.
2. **{Honey Bandit}** Sneak into a sleeping bear's cage and steal a pot of honey which holds a mystery prize. If woken, the bear

puts on a terrifying performance before wrapping the intruder up in a bear hug.

3. **{Baker's Mistake}** Several townsfolk have tried to bake the most disgusting {but still edible} pie possible. The last person to throw up while eating them wins!
4. **{Odd Twins}** Spot the difference between the 2 twin carnival freaks and win a prize. Not even the ring leader knows the twins are doppelgängers.
5. **{Monkeys in a Barrel}** Step into the cage and wrangle the 3 monkeys into a barrel without touching them. If you can do it, you'll win a pot of coin.
6. **{Showman's Bag}** Volunteers pull a random object from the bag which they have to incorporate into an impromptu show. Whoever gets the loudest applause takes home everything that was in the bag.

Circus Freaks

How... peculiar.

1. **{The "Invisible" Boy}** Drank a poorly brewed invisibility potion which turned their head permanently invisible.
2. **{The Living Bolt}** Ever since a blue dragon attacked their tribe, this goblin has been able to harmlessly conduct electricity.
3. **{The Devil's Ghost}** This tiefling stole from 1 too many graves, and now the voices of their victims speak through them.
4. **{The One-Eyed Lady}** This particularly small cyclops was left for dead by her tribe. Thankfully the circus took her in.
5. **{Iron Man}** Boasts that no blade can pierce his flesh. That's because it's an automaton magically disguised to appear like a man.
6. **{Two Staves}** This wizard's attempt to shift into another timeline resulted in their two bodies merging on this timeline.



The Crypt Scroll

1d6 disturbed crypts, 1d4 secret tombs, and 1d4 wretched intruders



Disturbed Crypts

Only a fool disturbs the dead's slumber.

1. **{Sailor's Rest}** Carved into the face of a coastal cliff that has since sunk below the waves. It's once lifeless halls are now filled with boney coral reefs where undead sharks, eels, and octopus lurk.
2. **{Plaguebreaker Crypt}** Hastily built to seal away those taken by an ooze-based plague. The plague has gained sentience and waits for foolish heroes to enter the crypt and unleash it back into the realm.
3. **{Silverhawk Tomb}** Converted into a filthy, underground forge by a tribe of orcs who use the armor and weapons entombed with the Silverhawk Knights to make their own crude equipment.
4. **{Proudsword Crypts}** After bandits raided this crypt, a colony of giant maggot flies built their hive within its winding halls. It's rumored the bandits never discovered the crypt's secret treasure vault.
5. **{Crypt of Sleeping Angels}** Many who've come here claim they saw their loved one's spirit clawing at the crypt's doors. It is unclear what is preventing them from entering, but everyone fears what may happen if these spirits cannot find rest.
6. **{Silent Oak Crypts}** Shortly after the town's druid was put to rest here, the crypt was overgrown by a whimsical garden. Any who venture inside age many years upon their return.

Secret Tombs

The greatest treasure's are rarely buried.

1. **{Lady Everdawn}** Out of respect, nobody has opened the princess's tomb since her passing. If they had they would've discovered the tunnel she dug back up to the surface after faking her own death.
2. **{Gillup Coincog}** This genius artificer was entombed with his research to prevent any form profiting off his hard work. However, it is said if you could solve his unfinished life's work, you would discover the keys to his archives in the process.
3. **{Marsa Starlense}** This mischievous

divination wizard hid her vast collection of star charts somewhere on the astral plane. To help in this search, she placed a portal to the astral plane within her tomb that only opens when her birth and death stars perfectly align.

4. **{Ludovic Stormstring}** All 68 ballads this smutty bard composed in his short life are etched across the walls of his tomb. If played in perfect succession, his secret 69th ballad appears upon his grave.



Wretched Intruders

They may make this your tomb as well.

1. **{Grave Robber}** Came to steal treasure but never left because the "bones started talking to them."
2. **{Dragon}** After slaying their sworn enemy, they got so lonely they started coming here to speak to their enemy's grave.
3. **{Werewolf}** This terrified grade digger seals himself in this tomb on full moons to avoid hurting anyone in the town.
4. **{Necromancer}** Has been breaking in to steal bones and other remains to help in their efforts to resurrect their child.



The Viking Scroll

1d6 raiding parties, 1d6 barbaric adventures, and 1d6 mighty heroes



Raiding Parties

None are safe while they're boats are at sea.

1. **{The Red Lilies}** Frogfolk vikings who wield axes from afar with their tongues and launch bloody raids from their longboats carved from giant logs.
2. **{Alepipes}** Hulking satyrs whose sparkling boats cross over from the feywild onto misty lakes moments before sunset to raid isolated lake towns.
3. **{The Sea Bellies}** Tribe of hill giant vikings who don't know how to sail, so they drag their boat across the realm with ropes and use it to store their stolen loot.
4. **{The Oarfangs}** A cult of snakefolk vikings who sail on the backs of giant snakes, wield venom-dripped axes, and clad themselves in jungle cat hide armor.
5. **{The Moon Den}** Tribe of werebears who raid towns that disrespect nature by over-logging and over-fishing. Once a town is reduced to ruins, they build a shrine to their nature god in the town square.
6. **{The Frost Rats}** These arctic goblin vikings sneak into villages by sailing below the ice and cutting holes for them to spring up out of and launch their raids in the middle of the night.



Barbaric Adventures

None are safe while they're boats are at sea.

1. **{Last Stand}** The townsfolk have had enough and are preparing to take the fight to the vikings. They're in need of heroes to lead them to death or glory.
2. **{Storm Ender}** Something has angered the storm gods, and their fury has swept



- several villages out to sea. The viking's shaman is the only one who can commune with the gods, but they don't like visitors.
3. **{Sunken Treasure}** Many have gone in search of the sunken longboat containing the stolen Stormsplitter Axe, but the seas surrounding its wreckage churn with a relentless fury that none return from.
 4. **{Shared Enemy}** The vikings of the southern islands are willing to cease their raids, but only if you help slay the sea serpent attacking their longboats.
 5. **{Spy or Ally}** A young viking came to warn of an approaching raid led by their cruel mother. The people, distrusting of vikings and believing him to be a spy, have thrown him in the dungeon.
 6. **{Hidden Axes}** If there is to be any hope of defeating the vikings, someone must brave the Sea of Drowned Banshees and return with knowledge of where they are hiding.

Mighty Heroes

None are safe while they're boats are at sea.

1. **{Draguth Seatamer}** Has pried a tooth from every serpent he's ever encountered and lived to tell the tale.
2. **{Thurid Brewtooth}** There is no stein, bottle, or keg too large for her to finish in one mighty chug.
3. **{Walker Cryptbeard}** It is said he has been slain 3 times but rises from his grave come the next thunderstorm.
4. **{Frimda Godlung}** She refuses to drop anchor, choosing instead to swim down and affix the anchor to the seabed herself.
5. **{Kahl Myhttaker}** Claims the moon's craters are all a result of him hurling his mighty hammer at its surface.
6. **{Abil Mangefang}** Would've been raised by wolves if any pack had been brave enough to take her in as one of their own.

The Downtime Scroll

1d6 passion projects, 1d6 nightlife adventures, and 1d6 bits of city gossip



Passion Projects

Everyone needs a hobby.

1. **{Financial Adventure}** The party is offered a grant to open a small business that employs street urchins. It is up to them to secure a location, hire staff, and deal with the local guilds.
2. **{Political Advocates}** Hopeful politicians ask the party to spread their campaign messages whenever possible while visiting the city over the next several months.
3. **{Collect Them All!}** A realm-renowned sculptor hid 12 priceless wood carvings across the city. The party can attempt to find one every week they spend here.
4. **{Gardners}** The party is "given the honor" of restoring the Garden of Heroes. It is entirely overgrown and likely the home of 1 or more monsters.
5. **{Curators}** A new museum is looking to expand its collection. If the party regularly donates items to it, they'll be given a voice in determining the museum's future exhibits, layouts, and expansions.
6. **{Testimonials}** A first-of-its-kind newspaper will eagerly pay the party for first-hand accounts of their tales and help spreading the paper's popularity.



Nightlife Adventures

Some nights you need to get out of the tavern.

1. **{Rodeo}** For one night only, characters can test their giant spider-riding, boar-wrangling, and dire cow-milking skills.
2. **{Auction}** A former adventurer has passed, and rumors of what will be sold from their estate are spreading like wild fire.

3. **{Art Show}** Regardless of your interest in the pieces, an opportunity to be in one room with so many of the city's non-political elite are few and far between.
4. **{Bar Opening}** Anyone worth knowing will be there, including rival adventuring parties looking to spread their name.
5. **{Triathlon}** Teams must race their ship through the harbor, climb to the top of the tallest spire, and ring the bell on the far side of the city with an arrow shot.
6. **{Parade}** Thousands will be in attendance, and anyone with a float or visual display is welcome to participate.



City Gossip

You hear the strangest things in the city.

1. **{Bad Pipes}** The sewer expansion project has been delayed for weeks, and some think it's because they found a buried temple.
2. **{Bad Show}** People expected the theater's newest show to be good, but they didn't expect it to literally kill someone.
3. **{Bird Watching}** Everyone knows the pigeon population is a problem, but now some are claiming they're speaking to each other.
4. **{Demolition}** The old wizard's tower is going to be torn down, and the city is enforcing a strict no-trespassing policy.
5. **{Supply and Demand}** Strangely enough, ever since the rat catcher opened up shop there have been more rats than ever.
6. **{Tireless Watch}** Many fear the city's new automaton guard force is the final tool needed to silence the voice of the people.



Something's In the Water

TTRPG

A Scroll of Malevolence from the Church of Doom

#016



As the heroes follow the banks of a lazy river, they spot a collapsed wizard's tower on the opposite shore. Little do they know a particularly aggressive water elemental dwells within those flooded ruins.

Environment

- * **{Tower}** Once housed a foolish wizard who tried to create a well in their cellar by opening a portal to the plane of water. The ensuing geyser released a violent water elemental that demolished their tower.
- * **{River}** Deceptively tranquil, it almost instantly becomes a rushing rapid when the water elemental is angered. Can be crossed by hopping across a natural bridge of slippery boulders and logs.

Threats

- * **{Water Elemental}** Mud and silt darken its churning form which resembles the body of a massive snapping turtle but with fins

rather than legs, and the long-necked head of a tiger fish. Territorial of its ruined tower lair, it violently attacks creatures as they cross the river. If that isn't possible, it waits for intruders to wade into its lair before striking.

Timers

- * **{Rushing Rapid}** Lingering magics from the elemental portal cause a massive wave to come thundering down the river 1d4 rounds after combat begins. Creatures caught in its path risk being swept away and/or battered by debris hidden below the water.

Treasures

- * **{Wizard's Skeleton}** Suspended inside the water elemental. Still clings to a Staff of Fish Talking and Robe of Lily Walking.
- * **{Coin Hoard}** Litters the riverbed amidst the water-logged remains of the hunters and fisherfolk the elemental drowned.

A Furious Wind

TTRPG

A Scroll of Malevolence from the Church of Doom

#017



A day of furious winds at sea comes to a dramatic head as an air elemental attacks the party's ship, trying to rip the main sail from the mast. Should this happen, there's no telling where the ship could end up.

Environment

- * **{Rough Winds}** Howling, deafening, and relentless. Any who attempt to move across the main deck or perform acrobatic feats risk getting blown overboard. Ranged attacks are incredibly difficult.
- * **{Boat}** Rocks steeply on the choppy waves making movement slow for those without their sea legs.

Threats

- * **{Air Elemental}** Appearing as some monstrous, two-headed pelican, its wings unleash hurricanes and its cries are the sound of clapping thunder. Tattered sails,

rope, and flags whip around within its howling form, evidence of what it plans to do to the party's ship if not stopped.

- * **{Sharks}** A small group follows this air elemental wherever it goes, feasting on the poor sailors it blows overboard.

Timers

- * **{Lost Sail}** Will be ripped from the mast and lost on the wind after 1d4 rounds. If the elemental starts its turn at least 15 feet away from the mast, the timer does not tick down that round.
- * **{Lost Crew}** At the end of every round, 1 random crew member who is on the main deck gets blown overboard by the strong winds.

Treasures

- * **{Treasure Map}** Whirling within the air elemental is a tattered treasure map. However, the seas it charts are not made of water but instead of stormy clouds.

The Ogre King's Tomb

TTRPG

A Scroll of Malevolence from the Church of Doom

#018



When the Ogre King was slain, his crown was broken and sealed in 5 separate sarcophagi: 1 for each leg, 1 for each arm, and 1 for his torso. If reopened to claim the crown, the limbs reassemble as a flesh golem to resume his undying conquest.

Environment

- * **{Ogre King's Tomb}** A single, poorly dug cave in the side of a hill sealed with fallen tree trunks. Giant rats nest inside, and the names of everyone the ogre devoured are etched across the flagstone floor.
- * **{Sarcophagi}** Carved from stone and set into the walls of the tomb. Warnings against reforming the crown are etched into their lids, but grime, dust, and rat fur make them difficult to notice.

Threats

- * **{Giant Rats}** Will put up a fight to protect their den but flee out the front entrance

or any of their side tunnels if reduced to below half their starting number.

- * **{Ogre King}** If all 5 sarcophagi are opened and the crown's 5 pieces are brought together while inside the tomb, the Ogre King's limbs animate and form a flesh golem in the center of the chamber. It focuses all of its fury on whoever wields the crown until it is destroyed.

Timers

- * **{War Drums}** The ghostly sound of ogre war drums will begin beating after the Ogre King rises. 1d4 rounds later, those drums will grow so loud that creatures will need to save against being paralyzed with fear.

Treasures

- * **{The Crown}** Grants its wearer the strength and intelligence of an ogre. Additionally, they can intimidate up to 3 goblins at a time into being their obedient servants.

Bad Table Manners

TTRPG

A Scroll of Malevolence from the Church of Doom

#019



The party is invited to dinner by a dear friend who wants to show off their newly animated, self-serving cutlery sets for the first time. The host has no idea the enchantment was tampered with and that the cutlery will try to assassinate them.

Environment

- * **{Dining Hall}** 2 long tables run the length of the hall ending just a few feet from the raised head table. The hall is warmed by a roaring dragon-shaped fireplace with candelabras floating delicately over each table. Massive wine barrels are stacked to the ceiling along one wall.

Threats

- * **{Animated Cutlery}** When the host speaks the secret command word, the characters' forks, knives, and plates slowly rise from the table as if preparing to feed them. However, the host's personal cutlery set

begins attacking them as the secret assassination enchantment activates.

- * **{Fussy Eaters}** As the party tries to deal with the host's animated cutlery, their own sets will continue to try and feed them whatever meal they were served. So long as they remain animated, they make things infuriatingly difficult for the party members as they try to save their friend.

Timers

- * **{Spy}** 1d4 rounds into the combat, one of the wait staff tries to slip unnoticed out a side door. They are a spy working for the spell-sabotager tasked with observing the dinner and reporting the outcome.

Treasures

- * **{Gratuity}** If the party saves their friend from the cutlery, they are handsomely rewarded and offered additional payment to bring the would-be assassin to justice.

Keepmelter's Flame

TTRPG

A Scroll of Malevolence from the Church of Doom

#020



The party stumbles upon the grave of a fabled red dragonborn knight named Sir Karchak Keepmelter. It was said his spirit burned like a roaring inferno, a tale lent truth by the fire elemental that attacks any who dare disturb his grave in search of treasure.

Environment

- * **{Grave}** Set over Sir Keepmelter's grave is a headstone resembling a black-iron keep with an everburning torch crackling atop its battlement. Etched below his name is a warning, "In life, my soul burned with the cleansing flames of justice. In death, I have become justice incarnate."
- * **{Dried Forest}** Keepmelter's grave has burnt the moisture out of all nearby vegetation. The tiniest spark is all it would take to set a nearby tree or shrub ablaze.

Threats

- * **{Fire Elemental}** If Keepmelter's grave is

disturbed or desecrated in any way, the everburning torch atop it roars to life in the form of a fire elemental. The elemental resembles a red dragon with Keepmelter's distinct broken left horn.

Timers

- * **{Burning Heart}** As the elemental fights to defend Keepmelter's grave, a white-hot flame grows within its chest. After 1d4 rounds, the heart erupts as a fireball centered on the elemental.

Treasures

- * **{Keepmelter's Horde}** Buried with Keepmelter is his suit of enchanted plate armor that makes its wearer immune to fire damage, his flaming longsword that can send waves of fire with every swing, and a flaming cloak that can produce enough heat to lift its wearer off the ground and give them the ability of flight.

Maugui's Tower

A crumbling alchemist's tower claimed by a fearsome jungle chimera

I



III



II



IV



V



The Dungeon

For decades, Maugui the jungle chimera has stalked the river tribes taking villagers and coin as tribute to devour or covet within an ancient alchemist's tower built on the lip of a thundering waterfall.

I. Waterfall Canyon

Spanned by a rickety bamboo bridge. Mist from roaring waterfalls conceals the bottom.

- * **{Canyon}** An ancient tower stands on the far side of this winding canyon. Dozens of waterfalls topple over both edges and down into a jagged, rock-filled river.
- * **{Bridge}** Sections of rotted bamboo dot its length, concealed by thick overgrowth. Characters who fall through one risk splattering against the rocks far below.
- * **{Snakes}** Giant vipers nest amidst the vines that droop below the bridge. They attack if provoked or if a character crashes down through a hole.

II. Alchemist Tower

Covered in massive etchings of poisonous frogs. Former residence of a spotted tiefling.

- * **{Stairs}** A narrow staircase spirals up and down the length of a central support column to areas 3 and 5.
- * **{Overgrown}** Waterfall mists drift in through window slits to water the strange plants growing within the tower.
- * **{Carnivorous Plants}** 2 giant mantrap plants hide within the thick foliage at various points along the stairs

III. Alchemist Cab

Large sections of the ceiling have collapsed. Smells of burnt metals and acidic poisons.

- * **{Maugui}** Maugui the jungle chimera sleeps atop this tower where he can easily survey the surrounding jungle and bridge below. Maugui has the heads of a leopard, wild boar, and green dragon. In combat, Maugui

prefers to glide around the tower filling it with his poisonous dragon's breath to weaken prey before pouncing down on isolated characters.

- * **{Alchemy Lab}** Little remains of the tiefling's workshop other than several crates filled with unstable alchemical components. The crates explode after 1d4 rounds if exposed to fire or lightning, potentially blasting characters off the top of the tower.
- * **{Poisonous Pollen}** Various types of poisonous plants blanket the area. Creatures moving through these areas must save against taking poison damage and/or becoming poisoned.

IV. Hidden Cave

The walls are spotted with yellow and purple moss. Tiny frogs rest in shallow puddles.

- * **{Cave Mouth}** Hidden behind a waterfall a short ways down the cliff face. The brightly colored mosses within are all that give away its presence, allowing it to be noticed by perceptive characters.
- * **{Frog Statues}** 2 large statues depicting spear-wielding frogs with flower petals growing out of their spots guard the entrance to area 5. Sylvan etchings at their feet reads, "The spotted prince of petals awaits. Those who hop may seek his grace." The statues animate and attack any creature that does not hop past them.

V. Shrine Cavern

Beautiful flowers hop through the air. A faint croaking can be heard but not located.

- * **{Fey Shrine}** Against the far wall stands a jade statue of the fey frog prince of poisons. Flowers blossom from his eyes, a lily pad cape hangs from his shoulders, and his staff sprouts a pair of fly wings.
- * **{Hoard}** Maugui hides his sizable horde of stolen gold, gems, and magic items here.
- * **{Blessing}** Creatures who make an appropriate offering {such as flowers, insects, or holy water} to the frog prince are rewarded with a vial of poison on their person becoming twice as deadly.