

The Angel's Test

TTRPG

A Scroll of Malevolence from the Church of Doom

#023



Believing humanity's tendencies towards violence and greed unbecoming of their god's blessings, a jaded angel comes to the party disguised as a weary traveler begging for food and money to test their souls.

Environment

- * **{Campsite}** As the angel approaches, perceptive characters may notice fires crackle with greater intensity, holy symbols hum with divine energy, and nearby wildlife becomes oddly quiet and calm.

Threats

- * **{Conah}** An angel who has grown jaded and resentful of humanity after millennia of watching them forsake their gods. However, they give the party a fair chance to prove their worth as heroes. If the party gives this "beggar" food and coin, Conah reveals their true nature and commends their generous spirits. If the party refuses to

help or harasses the beggar, Conah reveals their true form and condemns the characters as villains before attempting to smite them from existence. For low-level parties, this may mean summoning beasts or lesser celestials to slay the party before vanishing in a flash of blinding light.

Timers

- * **{Divine Temper}** Though filled with righteous fury and resentment, Conah is not beyond reason. If Conah judges the characters' hearts to be impure, the party may have 1d4 turns to seek forgiveness or convince Conah to give them a second chance to redeem themselves.

Treasures

- * **{Angel's Blessing}** If the party proves themselves worthy of divine favor, Conah blesses each of them with a single re-roll to use at any point in the campaign.