

Tome V

Scrolls of Revelation #056-#060, Scrolls of Malevolence #021-#025, Scroll of Delving #004



The Blight Scroll

1d6 disgusting blights, 1d6 unnatural curses, and 1d6 rotten villains



Horrendous Blights

If the forest dies, we die with it.

1. **{Goblin Berries}** Infected berries grow unnaturally large until they burst and spawn a hideous, blighted-covered goblin.
2. **{Unblinking Bark}** Pus dribbles from unblinking eyes opening on the knotted bark of the forest's oldest trees.
3. **{Cutting Leaves}** The leaves are falling unusually early, and those that do have razor-sharp edges and form deadly swarms.
4. **{Circle Spores}** Rather than corrupting the forest directly, these spores infect the minds of the druids protecting it.
5. **{Horde of Pollen}** Anyone exposed to the strange black-petaled flower's pollen rises as a blight zombie upon their death.
6. **{Silent Blight}** If an infected tree falls in this forest and nobody is around to hear it, the tree rises as a rotten treant.



Unnatural Curses

Have you had that rash checked out?

1. **{Petal Sight}** Flowers begin growing from your eyes, allowing you to see into the Feywild until the Feywild is all you see.
2. **{Treant's Foot}** Your toes turn into roots that, if able to burrow into the ground, turn you into a blighted treant.
3. **{Bark Rash}** Nobby, bark-like warts spread across your body, greatly improving your armor but also turning you into a blight.
4. **{Dryad's Kiss}** Can only be passed on by kissing, and once infected, you slowly transform into a blighted dryad.



5. **{Blight Speech}** You can hear the plants' whispers begging you to kill the humans who pollute, chop, and burn their forest.
6. **{Redcaps}** Once these bloody mushrooms sprout from your toenails, there is nowhere the hag won't be able to find you.

Rotten Villains

Tenderly they plant the seeds of evil.

1. **{Erysivi}** Disgusting fungal boars grow from the remains of anyone trampled under this ancient, unseele centaur.
2. **{Wilgrog}** A hill giant with a terrible fungus growing on his feet that quickly spreads through any forest they enter.
3. **{Cauldron Rain}** Safely atop her mountain, this hag brews rotten rainclouds in her stump cauldron to spread her blight.
4. **{Tree Tombs}** Tricked with promises of long life, this unseele prince traps human souls inside awoken, blighted trees.
5. **{Fungal Shaman}** Their refugee tribe is unknowingly spreading a fungal blight through the forest they now call home.
6. **{Shambling Dragon}** The skeleton of an ancient green dragon now puppeted by a shambling mound of sentient blight vines.



The Tavern Brawl Scroll

1d6 instigating events, 1d6 improvised weapons, and 1d6 brawl spectacles



Instigating Events

Trouble is in the air.

1. **{Post-Show Blues}** After bombing their performance and getting heckled, a loud-mouthed bard wants to let off some steam.
2. **{Wager}** A table of half-ogres are placing bets on which members of the party they think they could beat in a fist fight.
3. **{Move}** The cloaked figure who wants to sit broodingly in the corner warns the party to move out of their seat or get moved.
4. **{Mix Up}** A pair of bounty hunters mistakes the heroes for a different adventuring party they've been tracking for weeks.
{Mind Control} Hoping to eliminate the party before they become an issue, the BBG
6. forces some thugs to attack the party.
{Angry Drunk} Wife walked out. Lost their job. Had 1 too many drinks. Whatever the reason for this fight, it isn't a good one.

Improvised Sidearms

Now isn't the time or place to fight fare.

1. **{Salt and Pepper}** Enemies start throwing small spice bowls on nearby tables into the characters' eyes to blind them.
2. **{Magic Sword}** It's been mounted over the fireplace for years, and nobody bothered to check if it was magic until right now.
3. **{Hound Dog}** That hound dog in the corner is hungry, and tossing some gravy over a character turns them into a tasty snack.



4. **{Wasn't Me}** Smacking a drunk on the back of the head and blaming the characters is an easy way to get some help in the fight.
5. **{Darts}** Folks love playing darts at this inn, which means there's no shortage of ranged weapons within easy reach.
6. **{Sword Fish}** A bit clumsy to get off the wall and wield like a weapon, but its serrated teeth will leave a nasty mark.



Brawl Spectacles

Dinner and a show.

1. **{Bets}** Excited patrons start placing drunken wagers on which side they think will win the tavern brawl.
2. **{Corrupt Guards}** Sit back and watch the fight only to threaten to arrest the winners unless they're paid off.
3. **{Giant Rats}** A ground slam splinters the floorboards and releases a swarm of panicked giant rats from the cellar.
4. **{Broken Keg}** Slippery ale starts sloshing all across the floor making it difficult to move or stand up when knocked prone.
5. **{Lost Dungeon}** A missed blow smashes through the wall and reveals a forgotten entrance to a dungeon beneath the inn.
6. **{Winner Takes All}** The innkeeper, fond of the publicity brawls often bring, offers free drinks for life to the winners.



The Market Scroll

1d6 street vendors, 1d6 trinket booths, and 1d6 market encounters



Street Vendors

They've got whatcha want and need.

1. **{Cpt 9 Lives}** Catfolk fishermen who sells disgusting fish and loves sharing tales of the odd things he's seen at sea.
2. **{Vaxidran}** Elven knife maker who loves showing off his knife-throwing skills and will challenge you for discounts.
3. **{Tolgadar}** A disguised devil offering "free legal council" but really they just trick people into signing deals with them.
4. **{Lilgwak}** Stumpy toadfolk who breeds tiny frog and toad companions to accompany adventurers on their quests.
5. **{Yara}** Appears as a homeless beggar but is really a merchant selling rumors and secrets for the local thieves guild.
6. **{Benegal}** Always has a long line, but it's only because he loves gossiping with every customer he does business with.



Trinket Booths

Made with love and care.

1. **{Necklaces}** Made from seashells and kelp throat. Each one looks like a different sea serpent that wraps around your neck.



2. **{Coin Purses}** Tenderly made using the hides of the local farmer's cattle after they're slaughtered for meat.
3. **{Hiking Sticks}** Apparently the carvings along their lengths are dragons, but this person has clearly never seen a dragon.
4. **{Toy Wands}** Carved by a young boy who promises they're magic. He loves to remind you he carved them all by himself.
5. **{Cloaks}** Made from individual quilting squares that can depict special moments allowing you to wear your life's story.
6. **{Stolen Rings}** They certainly didn't make them. They won't tell you where they sourced them. But they sure are beautiful.



Market Encounters

Things get odd whenever people gather.

1. **{Bitter Rivals}** 2 merchants start screaming at each other, accusing the other of trying to have them killed.
2. **{Thief}** In order to create a diversion for the real thief, a young urchin frames one of the characters for stealing bread.
3. **{Duped}** An elderly shopkeeper has no idea the items they're about to sell to a shady adventurer are powerful magic items.
4. **{Friendly Face}** The party spots a familiar NPC, one they thought was quite wealthy, stealing food from a fruit stand.
5. **{Hustled}** A talented musician pretending to be a struggling street performer challenges the bard to a lyrical battle.
6. **{Set Up}** A shady NPC tells the party to meet at a warehouse for a potential job. Their gang is waiting there to rob them.

The Tavern Game Scroll

1d6 luck based games, 1d6 skill based games, and 1d6 drinking based games



Luck Based Games

Are you calling me a cheater?

1. **{Lucky Draw}** Dealt 1 card and the deck is flipped one card at a time. Give a drink if your card is high, take a drink if it's low.
2. **{War}** Secretly roll 3d20 which go to war against opposing roll {high numbers win}. Gift a drink to reroll before revealing.
3. **{Ettin's Bet}** Players each wager and flip 2 silver coins. Whoever gets the most "heads" wins the pot of silver.
4. **{Merchant's Hand}** Players are dealt 3 cards. 1 is traded to the right and 1 to the left. The highest sum of final cards wins.
5. **{Kings and Commoners}** Players either wager 1 gold to roll a d20, or 5 silver to roll a d10. Highest roll takes the pot.
6. **{3 Die}** 3d6 are rolled but only the lowest die is revealed. Players guess what the sum is and the closest guess wins the pot.



Skill Based Games

No luck involved. At least that you can tell.

1. **{Iron Keg}** Whoever holds the metal-filled keg over their head the longest wins. The loser often wins themselves a concussion.
2. **{Stein Walker}** A trail of empty steins is laid out, and challengers see who can make it the farthest balancing atop them.
3. **{Bootlickers}** Challengers take turns choosing boots for the others to lick. The first to gag after licking a boot loses.
4. **{Mind Master}** 4 questions pertaining to Arcana, History, Nature, or Religion are asked. First to answer 3 correctly wins.



5. **{Sleeping Dragon}** Everyone fears the innkeeper's sleeping hound dog. Pet it without getting bit and you win.
6. **{Constein}** Players pick a patron that the other must convince to buy them a drink. Fail to do so, and you owe everyone a round.

Drinking Based Games

We'll have another round.

1. **{Mage's Tower}** Once you finish a stein, add it to your tower of empty ones. Highest tower by the end of the night wins.
2. **{Mimic's Stein}** Players each pick a stein at random, one of which has a dagger hidden in it. Players then chug their ale.
3. **{Keep Breaker}** Take turns throwing a hatchet at a sealed keg. First to crack it wins, and the losers buy it for the room.
4. **{Mage Cup}** A full stein of ale is placed in front of you. Finish it without touching the stein or spilling the ale and you win.
5. **{Jester's Keg}** Chug an ale then take a turn dancing atop the keg. First to fall off loses and buys the keg for the room.
6. **{Dragon's Hoard}** Anytime coin is added to the empty stein, everyone chugs an ale. Last person standing wins the pot.



The Rescue Scroll

1d6 rescue missions, 1d6 abductor motives, and 1d6 desperate rewards



Rescue Missions

Won't somebody help me?

1. **{Blacksmith's Daughter}** Captured by kobolds who believe she can help them complete their ramshackle dragon golem.
2. **{Pet Tiger}** A noble's pet tiger was stolen by a young jungle giant who hated seeing the beast trapped in a cage all day.
3. **{Wizard}** Bandits are trying to ransom off the town's "arch wizard." Nobody knows they were only pretending to be a wizard.
4. **{Baron}** Nobody wants the cruel and corrupt baron rescued, but if she isn't, her idiot brother will inherit her throne.
5. **{7th Son}** A farmer's 7th son was kidnapped by hags, and if he isn't found by his 7th birthday, they'll turn him into a demon.
6. **{Aspiring Heroes}** A young group of townfolk, inspired by the characters, have gotten themselves captured by ogres.

Abductor Motives

Money is rarely the true motive.

1. **{Honest Mistake}** They were sent to kidnap the eldest princess but got her mixed up with her younger twin sister.
2. **{Love}** Kidnapping them was the only way to save them from an arranged marriage and ensure they ended up with their true love.
3. **{Bad Debts}** Nobody was aware just how much debt they'd gotten themselves in with the local thieves guild.
4. **{Cult Sacrifice}** Somebody's blood must be spilled to prevent a demon incursion, and this victim got the most votes.



5. **{Town Hero}** The mayor's son orchestrated the abduction so he could be the one to save them and look like a hero to the town.
6. **{Pan the Flames}** Having framed the king for the queen's abduction, the true abductor hopes to bring 2 kingdoms to war.



Desperate Rewards

We'll pay you whatever it takes.

1. **{Heirloom}** A priceless gemflower necklace brought over from the Feywild by their earliest elven ancestors.
2. **{Keep}** Its walls are crumbling and it's infested with monsters, but it's all theirs if they bring the victim back safely.
3. **{Reputation}** They didn't get rich by giving away their gold, but they can call in some powerful favors for the party.
4. **{Armory}** If they're brought back alive, each character may take 1 weapon or item from the royal family's magic vault.
5. **{Map}** Their great-great-grandfather was an adventurer who never got around to some of the dungeons marked on the map.
6. **{Mount}** You won't find a better trained mount in all the valley, and every character can have one if they help.

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.

An Immortal Tale

TTRPG

A Scroll of Malevolence from the Church of Doom

#022



As the party rummages through an ancient library, they uncover a sentient book with a lich trapped inside its pages. If the lich can trick a character into reading the book in its entirety, they'll escape the pages.

Environment

* **{Library}** Built centuries ago by keepers of necrotic lore. Filled with academic papers and tomes on various forms of undead. Ghostly whispers echo down the halls, and vanishing silhouettes lurk in the shadows.

Threats

- * **{Lich}** Her name has been forgotten by all, including herself, thus she goes only by "The Immortal." Her soothing voice creeps into the dullest or most desperate mind she can sense and lures them to her with promises of whatever they desire most.
- * **{Prison Tome}** Wrapped in lead chains with a padlock resembling an unblinking eye set

into the palm of a severed, skeletal hand. The words inside present the horrific history of this lich, but the Immortal casts illusions over the pages to make the words be whatever she desires.

- * **{Shadows}** The shadows in this library are all victims consumed by the lich's flame. They attack anything that isn't in direct light from a torch, candle, or spell.

Timers

- * **{Lich's Rage}** If the party abandons the book, the Immortal becomes enraged and ghostly flames erupt from its pages and begin spreading through the library. Any living creature still within the chamber after 1d4 rounds is consumed by the flame.

Treasures

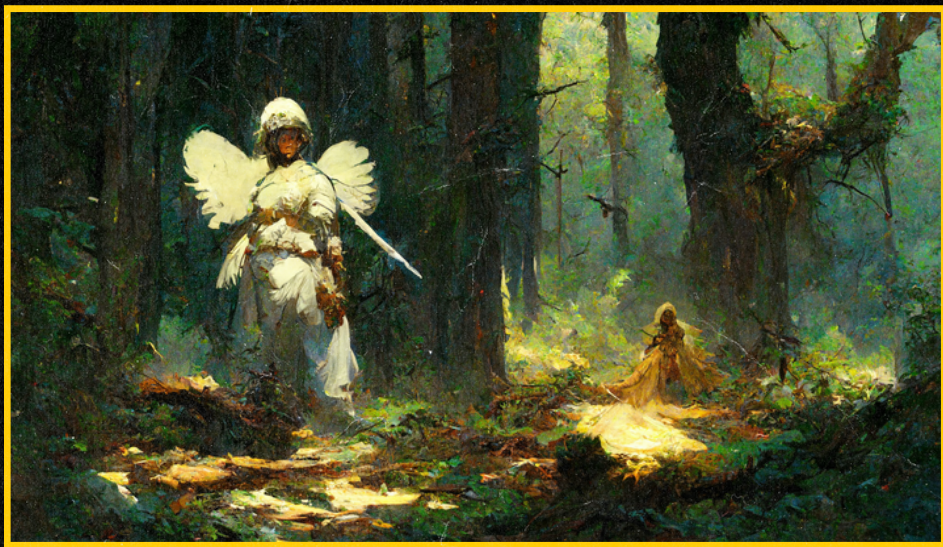
- * **{Scrolls}** 1d4 scroll cases carved from bone can be discovered in this library, each containing a high-level necromancy spell.

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.

Cracking Ice

TTRPG

A Scroll of Malevolence from the Church of Doom

#024



As the party crosses a frozen, underground lake, they realize every footstep sends spiderwebbing cracks through the ice that risk releasing the kraken trapped just a few inches below their boots.

Environment

- * **{Frozen Lake}** Groans and shifts under the slightest change in pressure. Moving across it requires an acrobatics check, and 3 failures will weaken the ice enough to allow Gilrot to break free.
- * **{Lightning}** Even frozen in ice, the ancient leviathan's presence is enough to conjure small lightning storms which gather along the roof of the cavern. Creatures clad in metal armor or wielding tall weapons are prone to sudden lightning strikes.

Threats

- * **{Gilrot}** This kraken was trapped in the ice many ages ago by a coven of ancient

white dragons who feared he might one day try and claim their arctic domain. His body resembles a monstrous combination of a walrus and giant squid with tentacles made from wriggling lightning.

- * **{Iciclets}** Clinging to the cavern's ceiling are several iciclets. These monstrous creatures resemble icicles which drop down and pierce unsuspecting prey. If they miss their target, they hit the ice and add 1 failure to the party's efforts to cross.

Timers

- * **{Surge Storm}** The lightning storm intensifies after 1d4 rounds. Creatures still in the cavern must succeed on a DEX save at the start of each of their turns or be struck by a small bolt of lightning.

Treasures

- * **{Frozen Chest}** Partially frozen in the ice above the kraken's head is a golden chest.

Demon in Knight's Clothing

TTRPG

A Scroll of Malevolence from the Church of Doom

#025



In the final battle against Trazzanog the goat demon, a selfless knight sacrificed her spirit to seal the demon within her armor. The party stumbles upon this burning suit of armor while marching through the mountains.

Environment

- * **{Forgotten Battlefield}** Trazzanog was defeated at the edge of a towering cliff overlooking a burned valley. Pale, furless goats linger nearby, and any plants that grow here are black and brittle.
- * **{Armor}** The knight's armor, once brilliant silver and etched with patterns of dancing wolves, is now blackened by demonic flames and its etchings mutated into horrific scenes of slaughter. It stands within a ring of enchanted swords driven into the stone by the knight's comrades to prevent the demon from ever escaping and ensure her sacrifice was not in vain.
- * **{Stormy}** The demon's foul presence causes winds to shriek through the valley and oily rain to fall from miserable clouds.

Threats

- * **{Trazzanog}** Trapped but very much alive, this goat demon is desperate to escape. To do so, it must convince a character to touch the armor or pull just one magic sword from the stone. Trazzanog can telepathically speak with nearby creatures and make the armor or swords appear as their deepest desire on a failed WIS save.

Timers

- * **{Griffon Nest}** A fiend-touched griffon has built her nest on a small cliff overlooking this armor. It is out hunting but returns after 1d4 minutes of the party arriving and attacks anyone intruding on its territory.

Treasures

- * **{Magic Swords}** +3 swords that can conjure spirit wolves to protect their wielders.

Steps of Death

The desecrated ziggurat lair of a snake-worshipping necromancer

II



IV



I



III



V



The Dungeon

Deep within the Bone Garden Jungle, Farjah Corpsedancer practices his necromancy within a crumbling ziggurat. He has no shortage of fresh bodies to experiment on, as heroes are frequently drawn here by tales of lost gold and the ominous beating of drums.

The Ziggurat

Ringed by totems of dead rulers. Zombie apes mindlessly drum bones against the stone.

- * **[Zombie Apes]** Having grown tired of their pestering, Farjah turned this ape troop into grinning, undead minions. They now attract explorers here with their constant drumming, capture them, and bring any survivors to their master.
- * **[Entrance]** A set of stairs at the ziggurat's peak, surrounded by the skulls of those the apes are permitted to eat, descend to areas 2 and 3.
- * **[Death Vines]** Withered, black vines choke the entire ziggurat. They tangle up any living thing they can and drain the life from it with their necrotic roots.

II. Zombie Pen

Wet gurgles and jerky shuffles emanate from within. Broken sarcophagi litter the floor.

- * **[Zombie Horde]** Farjah keeps his small horde of humanoid zombies here to drive out intruders that make it past his apes and ensure his prisoners cannot escape.
- * **[Bone Gate]** Built by Farjah within the archway on the far side of the room that leads to area 4. Mostly here to prevent the zombies from eating his prisoners.
- * **[Sarcophagi]** Held the remains of the royal family's favored servants. Farjah raided them but missed a secret compartment in the largest, central sarcophagus.

III. Forgotten Shrine

Etchings of warriors clad in ape-like armor battling skeletal serpents line the walls.

- * **[Hidden Entrance]** Part of the ceiling has collapsed, allowing it to be entered from area 1. It is heavily concealed by vines.
- * **[Drum Shrine]** Beneath the hole in the ceiling stands a massive statue of the Drumming Ape, an ancient god of music and dance. He is depicted as a grinning, 4-armed baboon playing a set of hand drums.
- * **[Floor Drums]** The floor is made up of standing hand drums, each etched with a musical prayer to the Drumming Ape. A Religion check can identify the order the drums must be stepped on to cross the chamber without falling into a pit trap.
- * **[Hidden Tunnel]** A tunnel carved into the wall allows Farjah to quickly come and go as he pleases. It is hidden by a tattered tapestry depicting a giant snake skull.

IV Prisoner Cells

Reeks of human sweat and filth. Muffled whimpers and moans can be heard within.

- * **[Prison]** Once a burial preparation chamber, it now serves as a cruel prison with locked bone gates set into the archways leading to areas 2 and 5.
- * **[Prisoners]** Farjah has Akweh {gnome cleric} and Udrak {dwarf ranger} gagged and bound in this chamber. The rest of their party have either been devoured by the apes or turned into zombies.

V. Necromancer Cairn

Snakes slither along the floor. A venomous green mist hangs in the air burning the eyes.

- * **[Farjah]** Human necromancer and follower of the Deadly Fang, a serpent god of undeath. Wears a long, snakeskin-like robe made from human flesh and wields a staff carved from the fang of a giant cobra.
- * **[Alter]** Farjah piles rotting flesh around the central sarcophagus and decorates it with bones so it appears like a coiled snake. He performs his dark rituals and makes offerings atop this alter.
- * **[Snake Guardian]** This chamber held the remains of the royal family. Farjah has used their bones to create a bone guardian in the form of a giant skeletal snake.