

TOME OF INDOCTRINATION

#008

Scrolls of Revelation #071-#075

Scrolls of Malevolence #036-#040

Scroll of Delving #007

MAGICAL SWAMPS

Scroll of Revelation #071

PUTRID ENCHANTMENTS

Odd magics cause the swamp...

1. **{Awoken}** To have a mind of its own and loves to collect the feet bones of anyone that delves into it.
2. **{Great Floods}** To have its water level rise by nearly 10 feet on full moons and sink by 10 feet on new moons.
3. **{Opaque}** To have waters as black as oil from above and clear as glass from below.
4. **{Body Snatcher}** To instantly reincarnate a random lost soul into any intact body that perishes within its waters.
5. **{Walking Trees}** To have trees that walk about at night, making it impossible to accurately navigate or map.
6. **{Deathly Place}** To grant all necromancy spells additional power and lethality.



MUCKY TRAITS

The swamp possesses...

1. **{Stains}** A blood-red algae that permanently stains any metal, leather, or flesh it touches.
2. **{Rancid}** Something in the water that causes the vegetation to reek like burning hair whenever it's set ablaze.
3. **{Uneven}** Steep drop-offs along its banks that range in depth anywhere from 10 feet to several hundred.
4. **{Whispers}** Reeds that sounds like ominous whispers when they rustle in the wind.

5. **{Ghost Logs}** An alarmingly high number of abandoned pixie villages built atop floating logs.
6. **{Lily Skulls}** A species of lily that grows inside skulls causing the whole swamp to be covered in floating, grinning skulls.



WATER-LOGGED CURSES

Be warned, for the swamp...

1. **{Fire Hazard}** Leaves your clothes and skin infused with a particularly sulfuric oil that makes you highly flammable.
2. **{Wisps}** Causes harmless will-o-wisps to follow you wherever you go, making it impossible for you to hide in the dark.
3. **{Returning}** Has an unnatural way of bringing you back to its waters for something you desperately need.
4. **{Scarred}** Causes wounds to never fully heal and be easily reopened {you are easier to score a critical hit against}.
5. **{Nails}** Is so putrid, your nails inevitably fall out, sink into the mud, and acts as seeds for blighted treants to grow up from.
6. **{Fogs}** Sends a thick, choking fog that catches up with you anytime you stay somewhere longer than 24 hours.



MONSTER ORGAN RECIPES

Scroll of Revelation #072

MAGIC POTIONS

Brew the monster's...

1. {Ankheg} Claws and acid glands into a paste-like potion that forms a 100-foot-deep tunnel when poured onto natural dirt.
2. {Werewolf} Blood in a silver cauldron to craft a potion that makes you resistant to contracting lycanthropy for 1 full moon.
3. {Ghost} Ectoplasm into a sludgy mixture that allows you to pass through solid objects like a ghost for 10 minutes.
4. {Hippogriff} Feathers in boiling troff water to make a potion that doubles the speed of any steed for 1 hour.
5. {Kraken} Hunk of flesh with bottled lightning to bring a violent thunder storm to the area in 1d4 days.
6. {Treant} Bark with fey tears to craft a door that can be opened into the Feywild.



MAGIC ITEMS

Craft the monster's...

1. {Oni} Bones into a baby carriage that no child can be stolen out of.
2. {Ice Devil} Head into a helmet that makes you resistant to cold damage, but the devil gets your soul if cold damage kills you.
3. {Sea Hag} Feet barnacles into weapon runes that make it terrifying to behold but also causes you to drown while touching water.
4. {Lich} Tattered skin into a cloak that grants advantage on Constitution saves.

5. {Pixie} Wings into a Feather Fall charm, but it might drop you into the Feywild.
6. {Shadow} Darkness into a net that saps trapped creatures of their strength.



MAGIC WEAPONS

Forge the monster's...

1. {Mummy} Dusty wraps into a cursed whip that causes creatures it scores a critical hit against to contract Mummy Rot.
2. {Clay Golem} Rune-covered heart into a length of steel-hard clay that can morph into any martial weapon as a bonus action.
3. {Green Dragon} Incisor into a great axe that cleaves through plants with ease.
4. {Scarecrow} Resting pole into a spear that terrifies any creature it hits.
5. {Zombie} Head into an undying mace that bites and grapples anything it hits.
6. {Ettin} Tusks into a pair of sentient daggers that make it impossible for enemies to flank you while wielding them.



MENTORS OF HEROES

Scroll of Revelation #073

MENTORS OF THE BODY

They train you because...

1. **{Wise Barbarian}** They fear if someone does not help you learn how to control your rage, it will be your downfall.
2. **{Infamous Rogue}** They love challenging young thieves who need a bit of humbling.
3. **{Proud Duelist}** They're looking for someone who could one day pose a real challenge to test themselves against.
4. **{Sad Acrobat}** They ran away and joined the circus rather than face their problems, and they don't want you to do the same.
5. **{Depressed Drunk}** They're going to drown themselves in alcohol soon enough, so they'd better do some good while they can.
6. **{Scarred Fighter}** Anyone can teach you how to take a life, but few can teach you how to spare one.



MENTORS OF THE MIND

They want to help because...

1. **{Wandering Monk}** They believe the powers of the universe bring them to lost minds in need of a guide.
2. **{Fey Hermit}** They've watched too many brilliant minds go to waste living a sad and lonely life in the forest.
3. **{Druid Outcast}** The key to helping nature and civilization find balance lies in books, not some runic stone in the forest.



4. **{Philosopher Ghost}** They can't rest until they publish their literary works, something only their pupil could now do.
5. **{Fake Publisher}** They're a fraud, but they hope to do some good through you before they're inevitably found out.
6. **{Dying Wizard}** They fear everything they've worked on will be forgotten since they spent their life alone in a tower.



MENTORS OF THE SPIRIT

They guide your spirit because...

1. **{Corrupt Cleric}** Their soul belongs to a devil, but they hope to make you powerful enough to save them.
2. **{Lost Paladin}** They've lost sight of their own purpose and hope to rediscover it through you.
3. **{Sentient Weapon}** If they don't keep you convinced they can help you, they fear they'll be lost in some dungeon again.
4. **{Wise Priest}** They learned long ago that the scars we most need help healing are often the ones nobody can see.
5. **{Calm Revenant}** They've found peace through forgiveness and want to teach that to others before their time is up.
6. **{Depressed Bard}** They learned the hard way that fame and riches won't make you happy.

PLANE-HOPING NPCs

Scroll of Revelation #074

PLANAR GUIDES

The party is helped by...

1. **{Astral}** A high-elf monk who claims they can take the party anywhere they picture clearly enough in their collective minds.
2. **{Shadow}** A wererat who can navigate the city's darkest corners, including those that pass through the Shadowfell.
3. **{Fey}** A slyvan ranger who likes to help travelers get not where they want to go, but where she thinks they need to be.
4. **{Ethereal}** The ghost of cleric who guides people to the souls of lost loved ones.
5. **{Material}** A warlock whose sentient airship is their patron, and it can sail them to other planes.
6. **{Hell}** A devil who will teleport the party anywhere they need to go for a small portion of their souls.



MULTIVERSAL FOES

The realms are threatened by...

1. **{Astral}** A cosmic eye tyrant that grows stronger the more people think about it.
2. **{Shadow}** The God Shadow which is stealing the shadows of great heroes and powerful rulers to build up its army.
3. **{Fey}** An archfey who wants to reveal the fragility of civilization so people return to their natural roots.

4. **{Ethereal}** A "benevolent" lich who helps souls find new bodies on the material plane which they can later control.
5. **{Material}** A radicalized wizard who thinks humanity will only be safe once all other planes of existence are sealed off.
6. **{Hell}** An aspiring archdevil who is blackmailing a god to do their bidding after tricking them into making a deal.



LOST TRAVELERS

The heroes cross paths with...

1. **{Astral}** A powerful archmage who is terrified to return to the Material Plane because everyone they love is gone.
2. **{Shadow}** A father who checked the closet for monsters and couldn't find a way back.
3. **{Fey}** A drunk who wandered out of a tavern with a satyr and got lead into the Feywild.
4. **{Ethereal}** An old farmer who was buried alive and ended up on the Ethereal Plane once they dug their way up to the surface.
5. **{Material}** A pixie with damaged wings who didn't make it back to her village in time before it returned to the Feywild.
6. **{Hell}** A tender imp trying to find their way to heaven so they can become an angel.



OCEAN SKILL CHALLENGES

Scroll of Revelation #075



TRIVIAL THREATS

Someone needs to...

1. **{Strength}** Pull the ship's anchor free from the coral it's snagged on {the "coral" is actually a sleeping sea serpent}.
2. **{Dexterity}** Walk along one of the main masts and untangle a nasty knot so the sails can be raised.
3. **{Constitution}** Avoid getting sea sick after their first day at sea.
4. **{Intelligence}** Teach a new sailor the basics before the captain notices they don't know what they're doing.
5. **{Wisdom}** Make out if that shape on the horizon is a friendly or enemy ship.
6. **{Charisma}** Lift the crew's wavering spirits with a jovial tune or performance.



CLOSE CALLS

Someone hurry up and...

1. **{Strength}** Throw as much cargo overboard as possible before the ship starts to sink.
2. **{Dexterity}** Swing down on a rigging line and rescue an overboard sailor before the sharks get them.
3. **{Constitution}** Endure several grueling weeks of work at sea without succumbing to sea madness.
4. **{Intelligence}** Disrupt the ritual emanating from a secret shrine the crew built and dedicated to a demonic sea god.
5. **{Wisdom}** Earn the trust of a dire whale so you can approach it and cut it loose from the nets its tangled up in.
6. **{Charisma}** Talk the crew out of the violent mutiny they're ready to commit.



DEADLY SITUATIONS

We're doomed unless someone...

1. **{Strength}** Swim down into the flooding lower deck and save the captain before they're pulled down with the sinking ship.
2. **{Dexterity}** Steal the captain's magical amulet for an angry dragon turtle.
3. **{Constitution}** Outdrinks the storm giant who doesn't allow trespassers in their sea.
4. **{Intelligence}** Identify which of 2 raging whirlpools will lead the ship safely into the Plane of Water.
5. **{Wisdom}** Finds a cure for the deadly plague spreading through the crew.
6. **{Charisma}** Convinces the kraken this isn't the ship it's looking for even though it most definitely is.

THE DRUID

Scroll of Malevolence #036

COMBAT ENCOUNTERS

The party fights...

1. **{Stump Rot}** A mad druid who sat on the stump of a dead evil treant for too long.
2. **{Territorial}** A druid who's spent a bit too much time as territorial beast and no longer allows intruders in their forest.
3. **{Coven}** A trio of evil mushroom druids who people have mistaken for a hag coven.
4. **{Vengeful}** An awoken tree that killed their druid maker to get their staff.
5. **{Goblin Shaman}** A goblin druid who protects the goblins of the forest from adventurers and other "cruel folk".
6. **{Specter}** A shaman's ghost that won't rest until all stains of humanity are cleansed from their forest.

ROLEPLAY ENCOUNTERS

The party meets...

1. **{Companion}** A druid's badger companion

that tries to lead the party to the druid.

2. **{Petrified}** A smiley druid who lives inside a tree that has grown around their body.
3. **{Druid King}** The arrogant "Forest King" who sits atop their walking stump throne.
4. **{Coming Home}** An ancient oak tree that was planted by a druid and has waited over 150 years for them to return.
5. **{Funeral}** A druid burying their grizzly bear companion who was slain by goblins.
6. **{Tired}** An elderly pixie druid struggling to watch over the entire, massive forest.

EXPLORATION ENCOUNTERS

The party discovers...

1. **{Old Stones}** A forgotten dragon-bone rune circle crafted by primordial lizardfolk druids long before the age of man.
2. **{Offerings}** A rust-covered stump shrine that turns metal weapons given to it into enchanted druidic weapons.
3. **{Lunar Cave}** A werewolf druid's meditative cave that seals itself shut on full moons.
4. **{Unseelie}** A rotten portal to the feywild that is kept sealed shut with the bones of a druid who sacrificed themselves.
5. **{Old Bones}** A druidic graveyard with giant antlers used as grave markers.
6. **{Warning}** Ancient druid cave art warning of a forthcoming primordial awakening.



THE GIANT PLANT

Scroll of Malevolence #037

COMBAT ENCOUNTERS

The party fights...

1. **{Lover's Thorn}** A shambling rose bush tasked with kidnapping someone suitable to be a mad prince's "one true love".
2. **{Kelp Serpent}** A writhing mass of kelp and fish bones with a taste for human flesh.
3. **{Mantrap}** A rabid man trap plant growing inside the skeleton of a green dragon.
4. **{Parasite}** A druid's root-filled corpse that the plant mass uses like a puppet to help it catch nutrient-dense meals.
5. **{Driftwood}** A pale, splintering treant that attacks whatever is close by when it washes ashore.
6. **{Slow Death}** A hungry pitcher plant that catches prey with its snare-like vines.

ROLEPLAY ENCOUNTERS

The party meets...

1. **{Dandelion}** A dying archfey who can grant the party 1 wish upon their death so long

as they pass with a smile on their face.

2. **{Bullies}** Two awakened trees harassing a harmless shrub by keeping it in the shade.
3. **{Fungal Network}** A massive fungal root with roots in every corner of the jungle.
4. **{Attention Hog}** A mass of awoken seaweed that loves to brag about the "shiny thing" its hiding at the center of itself.
5. **{Beauty Pageant}** A patch of bickering fey flowers who all want to know which one the party thinks is the prettiest.
6. **{Lonely}** A fallen awoken tree who begs the party to stay and talk to them for a while.

EXPLORATION ENCOUNTERS

The party discovers...

1. **{Migration Path}** That all of the trees are slowly migrating west for some reason.
2. **{Tangled}** A dead chimera tangled up in the vines with something shiny in its jaws.
3. **{Petrified}** A cave sealed shut with a petrified shambling mound.
4. **{Sea Bridge}** A massive sea bridge formed from kelp beds braided together by giants.
5. **{Young Sap}** A young and lanky treant taking its first steps outside the forest.
6. **{Cactus Spire}** The trunk of a cloud-piercing giant cactus whose needles can be climbed.



THE OGRE MAGE {ONI}

Scroll of Malevolence #038

COMBAT ENCOUNTERS

The party fights...

1. **{Oni's Grin}** A hysterical oni that emerges from a candle-lit shrine laughing and wielding two massive sickles.
2. **{Drum Master}** A huge and fat oni who forces its victims to dance with their magical drum before slaughtering them.
3. **{Head Lopper}** A rusty-katana wielding oni who collects the heads of his victims.
4. **{Hunter}** An oni bounty hunter hired to deliver a "grave" warning to the party.
5. **{Hustled}** The undefeated champion of an illegal underground fighting ring who is actually an oni in disguise.
6. **{Guardian}** An oni statue wielding rune-etched columns as giant war clubs.

ROLEPLAY ENCOUNTERS

The party meets...

1. **{Shady Traveler}** An oni disguised as a merchant driving a wagon with several kidnapped children hidden inside.

2. **{Tea Master}** A three-eyed oni brewing tea who politely asks the party to join her.
3. **{Folktale}** A scarf-clad oni who wanders the desert trying to trick travelers into accepting water from him.
4. **{Unpaid Sin}** An exhausted oni who carries a stone shrine on their back as punishment for attacking a samurai.
5. **{Pond Dwellers}** 2 lazy oni sisters who bathe in a pool of stolen children's souls.
6. **{Hungry Test}** A disguised oni who hires heroes to escort him to cities and decides on the way if they're worthy of sparing.

EXPLORATION ENCOUNTERS

The party discovers...

1. **{Kidnapper}** The shouts of captured children from an oni's nearby cave lair.
2. **{Prison}** A magical katana pierced through an oni mask. Removing the blade releases the oni's spirit from the mask.
3. **{Missing}** A board covered with portraits of dozens of missing young children.
4. **{Trophies}** A ronin's battle shrine full of slain oni skulls, fangs, and claws
5. **{Warning}** A roadside alter for weary travelers to rest their heads at, but its defaced with warning of a boogeyman.
6. **{Cookbook}** An oni's disturbing recipe book that calls for various human ingredients.



THE MERROW

Scroll of Malevolence #039

COMBAT ENCOUNTERS

The party fights...

1. **{Swamp}** A hook-pierced merrow who drags fishermen's boats out to the middle of the lake before flipping them.
2. **{Ocean}** Deep-sea merrow covered in deadly, jellyfish-like tentacles.
3. **{Desert}** A cannibalistic tribe of merrow living at the bottom of a large oasis.
4. **{Jungle}** A tribe of river-dwelling merrow who bring their captives back to their sunken ziggurat temple to sacrifice.
5. **{Ocean}** Blubberous arctic merrow who drag glaciers in front of ships to try and sink them and gorge on the drowning crew.
6. **{Lake}** A clever school of merrow who leave injured fisherman on the banks of the lake to lure in fresh adventures.

ROLEPLAY ENCOUNTERS

The party meets...

1. **{Beached}** A helpless merrow who got itself

beached but promises to lead the party to a sunken temple if they help it.

2. **{Bad Directions}** An opportunistic merrow who tries to trick the party down a fork in the river and over a deadly waterfall.
3. **{Tangled}** An rabid merrow caught and suffering in an abandoned fishing net.
4. **{Negotiations}** The town's priest wishes to pass through the merrow's territory to reach an abandoned island temple.
5. **{Guide}** A greedy merrow who will guide you through the arctic channel at a high cost.
6. **{New Captain}** The captain has started taking orders from a stowaway merrow.

EXPLORATION ENCOUNTERS

The party discovers...

1. **{Gone Fishing}** A fishing boat drifting across the lake with nobody on board.
2. **{River Warning}** Filleted human corpses that are strung up to scare off intruders.
3. **{Bigger Fish}** The carcass of a huge merrow that has clearly been bitten in half.
4. **{Lanterns}** Anyone who's investigated the floating lanterns is never seen again.
5. **{Tall Tale}** Tales of sunken treasure chests snatching up greedy sailors. {The chests are being held up by merrow}
6. **{Spies}** Sharks patrolling the docks and watching the characters' every move.



THE GOBLIN

Scroll of Malevolence #040

THE PARTY FIGHTS...

The party fights...

1. **{Berserkers}** Demon-blessed goblins who can crumple shields with their bare hands.
2. **{Highway Troupe}** A pesky goblin bard whose songs force their victims to dance while other goblins pick their pockets clean.
3. **{Weird Faith}** A goblin priest whose nonsensical prayers seem to be performing miracles for their tribe.
4. **{Tribe Brewer}** A goblin alchemist whose poisons can turn people into goblins.
5. **{Beast Tamers}** Shamanistic goblins who commune with and command fearsome beasts using severed druid heads.
6. **{Cursed Tribe}** Magical goblins who explode with a random spell when slain.

THE PARTY MEETS...

The party meets...

1. **{Pet Monger}** A goblin selling hideous and

disease-ridden rats, dogs, and even goblin runts as "pets".

2. **{Traitor}** A defecting goblin who warns of an approaching goblin army, but their mannerisms make them seem untrustworthy.
3. **{Peace Talks}** A goblin king whose strict demands for a ceasefire are outrageous.
4. **{Dinner Guests}** Joyous goblins who invite them to their upcoming Heroes Feast.
5. **{Bow Down}** A goblin queen's procession passes through town and she demands respect from "all her subjects" or else.
6. **{Big Dreams}** A talentless goblin bard is being harassed by 2 drunk tavern thugs.

THE PARTY DISCOVERS...

The party discovers...

1. **{Design Notes}** An artificer's stolen journal filled with a goblin's notes/ideas.
2. **{Stumped}** A riddle-etched stump that has no answer, it is merely there to distract heroes while goblins sneak up.
3. **{Honor Bound}** Tales of "tiny knights" who are actually goblins trying to be heroes.
4. **{Planted Evidence}** Someone is framing the local goblin tribe for a violent crime.
5. **{Just Moved In}** A goblin den that was very recently claimed by a young red dragon.
6. **{Scared Tribes}** Goblins are packing up their camps and fleeing the forest.



TORTURE DUNGEON

Scroll of Delving #008

Cut-throat noble who would capture and torture anyone to get dirt on their enemies or opponents. Can get good information



1. DINING HALL

- + **{Secret Tunnel}** Hidden behind a trinetk cabinet full of thigns taken from their victims as a sort of sick trophy
- + **{Poision}** A flock of Brain Vultures nest within the pockmarked teeth and attack any sentient creature they sense.
- + **{Treasure}** Inside one of their nests is a Turban of Telepathy that once belonged to a brilliant desert mage.

2. HALLS OF LOST MINDS

- + **{No End}** This simple maze of bone-lined tunnels is made an impossible labyrinth by intrusive and misleading thoughts.
- + **{Mad Mages}** Gullvra has left a few insane mages to wander this maze for all eternity so he can harvest their victims' brains.
- + **{Secret Door}** The clenched jaws of an eye tyrant's massive skull hides a narrow tunnel that leads deep down to Area 5.

3. POOLS OF EVIL SENTIENCE

- + **{Laboratory}** Gullvra performs his vile

though experiments here, spawning nightmarish aberrations from pools of cursed and distilled cerebral fluid.

- + **{Experiment}** Gullvra's newest creation is a sentient spell book stitched into the exposed brain of an astral giant.

4. CEREBRAL SANCTUM

- + **{Power Source}** Here lies Gullvra's source of power—a captured elder brain scarred with divination runes which allow it to siphon the intelligence of the tower's brains directly into the lich's own mind.
- + **{Secret Door}** A tunnel beneath the brain's containment vessel leads down to area 5.

5. GULLVRA'S CHAMBER

- + **{Mind Throne}** At the center of his tower, the lich's body sits in meditation while Gullvra astrally projects across the planes seeking powerful brains to steal.
- + **{Sentinels}** Gullvra is watched over by an enslaved eye tyrant whose 10 smaller eyes were plucked out and replaced with the stolen minds of 10 lesser eye tyrants.