

RUINED HOLY SITES

Scroll of Revelation #067



DESECRATED TEMPLES

These ruins were once...

1. **{Nature}** A small, bridge-like temple full of watermills and fountains that spanned a sacred nymph river.
2. **{Peace}** A white marbled infirmary and place of sworn pacifism built atop a blood-soaked battlefield.
3. **{Storms}** Spires of coiling silver that captured the crackling wrath of storms so it could be bottled and stored.
4. **{Knowledge}** A shifting tesseract of brass bookshelves that trapped intruders in a maze of tomes they had come to steal.
5. **{Death}** An enclosed set of gravestone stairs carved into a mountain that are said to lead to the Ethereal Plane.
6. **{Light}** A seashell lighthouse that used the rays of the morning sun to reveal nearby sunken ruins and wrecked ships.



LOST HOLY REEDS

Lost within these ruins...

1. **{Nature}** Is the flute of a river nymph queen whose melodies can guide rivers down new channels.
2. **{Peace}** Is a white banner made from angel feathers that can end hostility between any two forces for a few precious moments.
3. **{Storms}** Are a pair of thundercloud boots that allow their wearer to move with the blinding speed of a lightning bolt.
4. **{Knowledge}** Is a forbidden spellbook containing a theoretical ritual capable of transporting you to the 4th dimension.
5. **{Death}** Is a bone walking stick that can guide you to any grave you wish to visit.
6. **{Light}** A glistening pearl that can shine as bright as the sun or consume all nearby light, but only while underwater.



NEW WORSHIPPERS

Those who pray here are...

1. **{Nature}** Awoken river shrubs and reeds who pray under the tutelage of a moss-covered treant.
2. **{Peace}** A cloister of soldiers who fled a war they saw no reason to be fighting in.
3. **{Storms}** A desperate necromancer trying to use stolen lightning to give life to his failed flesh golem's rotting form.
4. **{Knowledge}** A riddle-obsessed sphinx who traps adventurers in their library to watch and adore like pet rats.
5. **{Death}** An ancient goblin priest who is constantly out of breath.
6. **{Light}** A cult of homeless sailors who've cast aside the blinding light in worship of a sea demon called the Unblinking One.