

TOME OF INDOCTRINATION

#010

Scrolls of Revelation #081-#085

D20 CONCERNING NOISES

Scroll of Revelation #081

DID YOU HEAR THAT...

1. **{Jingle}** An animated skeleton is making their way down the corridor with a ring of keys hanging from their frayed belt.



2. **{Crack}** A cultist sent a large crack up a stained glass mural while etching the symbol of their demon lord into it.
3. **{Splash}** A halfling thief heard the party heading her way and dived into a nearby cistern to try and avoid being seen.
4. **{Sniff}** A hound dog sniffing at a section of wall where their master fell through and got trapped behind a secret door.
5. **{Scream}** A narrow crack in the stone that causes a draft, and the howling wind blowing through it sounds like a scream.
6. **{Creak}** A wooden support beam about to snap under the weight of the stone ceiling it has held up for over a century.
7. **{Whistle}** A merchant whistling to himself as he bathes in the stream. He would be utterly humiliated if he was caught.



8. **{Ting}** The repetitive striking of a crazed dwarven miner searching for gold in a mine that hasn't held gold in years.
9. **{Thud}** The bandit's loaded hand crossbow hitting the underside of the table, pointed straight at the hero's gut.
10. **{Belch}** A bloated ogre who just finished devouring a different adventuring party they caught in the nearby hills.
11. **{Howl}** A lone hermit trying to scare the party out of their forest by mimicking the sounds of a ferocious wolf pack.
12. **{Drip}** Huge drops of slobber falling from the maw of a sleeping cave bear that has been hibernating for the winter.
13. **{Hum}** A psychopath bard thinking up the lyrics to a song about how they want to know what it feels like to kill someone.
14. **{Moan}** A young adventurer who fell through the floor and has been trapped under the debris for several days.
15. **{Pfft}** A torch being snuffed out by a gelatinous cube that is slowly making its way down the corridor towards the party.
16. **{Whimper}** A dungeon monstrosity that mimics the sounds of wounded humans or animals to lure in its prey.
17. **{Scrape}** A guard's scabbard dragging on the stone floor as an assassin drags their body around the corner and out of sight.



18. **{Slam}** A hiding wizard who cast prestidigitation to try and lure the party away from a magical treasure.
19. **{Click}** A burglar's failed attempt to pick the lock for the door leading into a room the party is sleeping or resting in.
20. **{Whoosh}** A gust of air blown out of a faulty flame trap whose alchemical components lost their potency.

D20 CITY TRINKETS

Scroll of Revelation #082

WHAT'S THAT IN THE GUTTER?

1. **{Receipt}** A crumpled up piece of parchment with a scratched-out list of all the ingredients needed for an arcane bomb.
2. **{Jail Key}** A key to the local prison that fell from a guard's belt. Could be worth a lot to the right person.
3. **{Trash Doll}** Made from bits of parchment, twine, and tin to resemble a dopey red dragon with one missing button eye.
4. **{Dagger}** The handle is shaped like a howling banshee, and the blade has a palish tint to it and is cold to the touch.
5. **{Guild Symbol}** An obsidian black star amulet that will get you into any thief's guild hideout in the city.
6. **{Rat Trap}** A giant rat caught in a painful-looking trap. It's tail violently twitches every few seconds.
7. **{Stray}** A 3-legged kitten who is partially blind, covered in sores, and wretches up bile up every few minutes.



8. **{Wanted Poster}** Displays one of the character's family members and marks them as wanted dead-or-alive.
9. **{Necklace}** An ornate elven chain shaped like curling ivy holds a unicorn amulet carved from a unicorn's horn.
10. **{Brass Knuckles}** Made using rings, badges, and teeth taken from the city guard. Covered in fresh blood stains.
11. **{Stein}** A moldy metal stein etched with the intricate symbol of a local tavern the party has never heard of or seen before.



12. **{Luggage}** A noblewoman's fancy luggage that fell out of their wagon. Inside is 3,000gp worth of stolen diamonds.
13. **{Flower}** Remarkably beautiful despite growing in a puddle of green, sludgy water bubbling up from the sewers.
14. **{Pipe}** A black metal smoking pipe with a bowl shaped like a hag's cauldron and a stem shaped like a rat tail.
15. **{Statue}** From a nearby coastal city and expertly carved from coral in the shape of a lobster sea serpent.
16. **{Pocket Watch}** Cracked and no longer tells time, but on the inside face of the clasp is a portrait of a handsome incubus.
17. **{Drugs}** A palm-sized red pouch with a devil's skull stitched on the front and a spicy-smelling powdery substance inside.
18. **{Comb}** A fancy comb carved from a wolf's leg bone in the shape of a wolf's head with the fangs acting as the comb's teeth.
19. **{Glove}** One bright red glove with a griffon stitched across the back and a blazing sun stitched on the palm.
20. **{Homework}** A stack of lost essays written by a wizarding student who is clearly struggling in their potion classes.



D20 CLOTHING ACCESSORIES

Scroll of Revelation #083

THEY LOOK TO BE WEARING...

1. **{Shoulder Cape}** Made from the warm red and orange fur of a manticore's mane with a clasp carved from a manticore spike.
2. **{Tunic}** A warm white color with a yellow sun around the neck collar and small clay sun beads along its bottom.
3. **{Scarf}** Sewn from an inky purple yarn with white pearls scattered across it like stars in the night sky.
4. **{Leg Wraps}** Made from the leathery hide of an ogre and set with spiked metal studs for extra painful kicks.
5. **{Hooded Cloak}** Made from black bear fur, and concealed across its interior is an ancient runic bear totem.
6. **{Mask}** Woven with reeds similar to a basket and decorated with owl feathers to give it the appearance of an owlbear.
7. **{Hat}** Similar to a trapper's hat, but made out of rat fur and a warty rat tail rather than raccoon's fur and tail.
8. **{Cloak}** The same shape and dull grey color of a gravedigger's shovel with a clasp whittled from a piece of coffin wood.



9. **{Skirt}** Sewn together using various giant insect wings of all shapes and colors. The inside is padded with moth antennas.
10. **{Parka}** This yeti-fur parka is stained with old blood splatters and actually makes you colder rather than warmer.
11. **{Jacket}** Thick, oily patches cut from a butcher's bib are sewn together to make this blade-resistant jacket.



12. **{Gown}** Made with hundreds of delicate griffon feathers that ruffle in the slightest breeze.
13. **{Blouse}** Dark crimson with black thorns embroidered around the waist, and white rose pedal-shaped sleeve cuffs.
14. **{Corset}** A masquerade-style garment with jester mask buckles and a colorful plume of feathers rising up from the back.
15. **{Headband}** Made from a scorpion's tail with a gemstone carved to resemble a sphinx's face into the stinger.
16. **{Book Bag}** Golden thread is stitched across its front flap in the pattern of famous wizardly constellations.
17. **{Tabard}** Checkered with brown and purple. Bears the crest of the Ironhawk family known for their giant hawk automatons.
18. **{Boots}** Each heel has a brick of either flint or steel set into it, allowing you to leap up and create a shower of sparks.
19. **{Pants}** Comically poofy and soft as a cloud. Cloud Giant faces are stitched up the length of each leg with white thread.
20. **{Long Coat}** A bit dusty and said to have been worn by a vampire count. The collar always feels itchy and a bit too tight.



D20 CITY GUARD TACTICS

Scroll of Revelation #084

THE PEACE IS KEPT BY...

1. **{Shield Cogs}** Lumbering crowd control automatons who interconnect to form towering, street-spanning barricades.
2. **{Hill Giants}** Locking iron masks of hill giants' faces and only removing them to feed if they aid in patrolling the streets.



3. **{Trip Masters}** Training in the use of bolas which can immobilize fleeing criminals without needing lethal force.
4. **{Padded Cloaks}** Wearing reinforced, studded leather cloaks that can stop most daggers, short swords, and arrows.
5. **{Rewards}** Offering "vigilante bounties" to any nearby bystanders who aid in the pursuit and capture of a criminal.
6. **{Shrill Whistles}** Deafening and/or fully stunning law breakers with the blaring howls of their military grade whistles.
7. **{Dungeon Bail}** Letting criminals buy time off their sentence by delving into a mega dungeon in search of coin.



8. **{Flash Potions}** Hurling {relatively} cheap flash potions that omit a blinding light when they shatter.
9. **{Animated Cuffs}** Paying absurd amounts of coin to enchant their manacles so they can restrain criminals on their own.
10. **{Joust}** Riding atop mighty warhorses and wielding lances that are far more decorative than practical.
11. **{Fear}** Utilizing fear tactics by decorating themselves with severed hands and other "trophies" of the law.
12. **{Booby Trapped}** Placing carefully hidden traps in alleyways, rooftops, and anywhere else criminals frequent.
13. **{Monks}** Having monks, not guards, walk the streets teaching the citizens the value of compassion over violence.
14. **{Snitches}** Offering rewards to any citizen who turns someone in that is found guilty of even planning to commit a crime.
15. **{Brawlers}** Training the guard in hand-to-hand combat and debilitating takedowns to restrain criminals.
16. **{Eyes Above}** Lining the rooftops with hundreds of watch towers so the guard can observe the people 24 hours a day.
17. **{Mage}** Employing a single archmage who has a reputation for hurling fireballs first and asking questions later.
18. **{Honors}** Creating a culture where serving as a guard and upholding the law is the most honorable path to take.
19. **{Spiders}** Pairing specially trained guard regiments with giant spiders who take down criminals with their webs and venom.
20. **{Convicts}** Allowing criminals to work time off their sentence by "standing guard" along busy streets and markets.

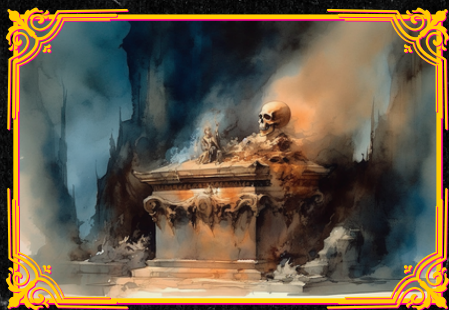


D20 CRYPT TRINKETS

Scroll of Revelation #085

IN THE CRYPT YOU FIND...

1. **{Idol}** A bone-carved idol of an angel of mercy. Its wings are snapped off and replaced with shriveled bat wings.
2. **{Hand Saw}** Bent and rusty. Looks to have been recently used to saw through a dwarven skull.
3. **{Incense}** Smells like the ocean breeze. Couldn't have been lit more than a few minutes ago.



4. **{Pennant}** Torn and faded but bears the mark of a winged eyeball drifting through the ethereal plane.
5. **{Fingers}** Over a dozen perfectly manicured fingers of various races preserved in sealed and labeled jars.
6. **{Waist Belt}** Thick and made from strips of dead tree bark etched with druidic death prayers and symbols.
7. **{Lantern}** Shaped like the the head of an iron maiden torture device that lets light shine through its eyes and mouth.



8. **{Poison}** A mostly empty heart-shaped vial of poison still resting in the skeletal hands of a long-dead princess.
9. **{Root Heart}** Branches and roots woven together into the shape of a human heart. Resting atop a shaman's sarcophagus.
10. **{Hooks}** A humble collection of hand-made fishing hooks left atop the grave of a sailor's first and only captain.
11. **{Tea Kettle}** Left here by a witch's daughter who visits her mother's grave every holy day to share a cup of tea.



12. **{Confession}** A sealed letter placed atop a sarcophagus. Inside is a confession of guilt for murdering the entombed person.
13. **{Tilt Shield}** Marked with the symbol of a burning keep. Left here by the entombed knight's husband and brother in arms.
14. **{Walking Stick}** Made from a thin length of black iron and topped with a pixie skull that is part of a hidden wand.
15. **{Chain}** 30 feet of black chain. Each link is shaped like a howling devil's face with horns passing through snarling mouths.
16. **{Helm}** A gothic knight's helmet shaped like a howling angel with a skeleton crawling out of the gaping mouth.
17. **{Hair Pin}** A small feather-shaped spear that passes through the eye sockets of a silver raven's skull.
18. **{Knife}** Carved from a human jawbone. Surprisingly sharp with the molar teeth left in tact to form a serrated edge.
19. **{Tiny Cage}** Flimsy metal cage with a starving rat trapped inside. A name plate on the cage reads "Pickle".
20. **{2 steins}** One is empty and the other is still full to the rim with a giant-made alcohol that brings tears to your eyes.