

# TOME OF INDOCTRINATION

# #011

Scrolls of Revelation #086-#090

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# D20 VILLAIN SCHEMES

Scroll of Revelation #086

## THE VILLAIN HOPES TO...

1. **{Love}** Become so powerful, wealthy, and influential that nobody could ever not love and adore them.
2. **{Revenge}** The guild leaders not only sabotaged their business, but murdered their business partners. They must pay.
3. **{Save}** Following the orders of an archdevil is the only way they'll get their sibling's soul back from hell.
4. **{Chaos}** The realms were formed from chaos. Law has no right proclaiming itself the righteous or just path of humanity.
5. **{Acceptance}** Establishing dominion over their subjects is the only thing that will earn their parent's approval.
6. **{Status}** They are born from the gods, but only through widespread worship will they obtain true godhood.
7. **{Punish}** The reckless actions of so called "heroes" resulted in their spouse's death. They will all pay for their shared sin.
8. **{Wealth}** Once the wealth is gone, their will no longer be kings and peasants. Only brothers and sisters.
9. **{Justice}** Man has done nothing but beg and take from the gods. It is time they repay their mighty gifts in blood.
10. **{Political}** They couldn't care less about having a seat at the table. They just want to ensure a select few never get theirs.
11. **{Possess}** What one of the character's believes to be a family heirloom sword is actually the villain's stolen property.



12. **{Knowledge}** Books are certainly one way to obtain knowledge, but harvesting the brains of wizards is far more efficient.
13. **{Fame}** The stage proved far too small for their ego. They need theaters built in their honor in every city.
14. **{Paranoia}** The gods are conspiring against them, but perhaps killing off all of their priests will put an end to it.



15. **{Rebellion}** What the people believe to be a noble rebellion is a carefully planned coup that will put them on the throne.
16. **{Rage}** Maybe if they just hurt enough people, someone will finally put them out of their incessant misery.
17. **{Advance}** They'll do whatever it takes to acquire the items their guild seeks, as it will certainly lead to a promotion.



18. **{Survive}** Their people have spent decades hiding from the humans' spears and swords. It's time to take the fight to them.
19. **{Rivalry}** Their sister fancies herself a hero, but they'll show the world just how low she can be brought down.
20. **{Destiny}** It is as their cult foretold—they are the chosen vessel of the ancient ones to consume this world in shadow.

# D20 FEYWILD TRINKETS

Scroll of Revelation #087

## IN THE GRASS YOU FIND...

1. **{Playing Cards}** Nearly complete deck with erotic, hand painted portrait of satyr queens and kings on each card.
2. **{Lantern}** A small, hollow log covered in a dozen beautiful eyes that can be opened or closed to focus the lantern's light.
3. **{Puppet}** A beautifully made hand puppet of an elf prince holding a billy club that seems to be dripping with real blood.



4. **{Finger}** A hag's severed middle finger slowly crawling its way through the mud like a worm.
5. **{Tassel}** A tuft of hair taken from a centaur's tail and braided around a crystal loop that can hang from a sword.
6. **{Antler}** A pair of tiny antler's whittled into a set of serving forks for salads and other fine fey cuisines.
7. **{Hand Mirror}** Any other face that you see reflected in this mirror seems to be glaring directly at you.
8. **{Talisman}** Made from a porous, strangely bouncy type of stone with images of dancing bears etched on both sides.
9. **{Flask}** Made from petrified leaves and covered in fey runes that turn natural rainwater caught inside it into wine.
10. **{Beard}** A 10-foot-long braided moss beard that a troll monk chopped off to detach themselves from their physical image.
11. **{Tunic}** Black with silver spiderweb patterns and a massive, 9-eyed spider embroidered across its chest.



12. **{Mask}** Depicts a goofy satyr face that leaves can leave permanent ink stains on your face if you wear it long enough.
13. **{Flowers}** A breathtaking bouquet of flowers woven through the skull of a cycloptic squirrel.
14. **{Ocarina}** Carved from red gemstone in the shape of an elf princess's face whose puckered lips form the mouth piece.



15. **{Perfume}** Smells nauseating to whoever wears it but to everyone else it smells like a field of blooming flowers.
16. **{Hat}** Made from a very floppy purple mushroom cap with white spots that occasionally leak a rancid liquid.
17. **{Ring}** Shaped like a blushing satyr's face with a gaping mouth to put your finger through. Very awkward to wear in public.
18. **{Glasses}** Framed with butterfly wings and everyone you see through them appears far prettier than they actually are.
19. **{Sewing Kit}** A gnome's hand-whittled sewing needle kit stored inside an owl's skull with a beak that can open and close.
20. **{Totem}** Resembles a 3-legged treant with a mohawk of pine needles and "body piercings" using axes and hatchets.

# D20 NPC CATCHPHRASES

Scroll of Revelation #088

## THE NPC TENDS TO SAY...

1. {Farmer} Gets really uncomfortable with small talk and usually just goes with, "Sure is windy today, ain't it?"
2. {Knight} Very overdramatic and asks, "To you swear this upon your life and honor?" even when the thing isn't very important.
3. {King} Likes to say, "Please, no need to bow before me," but clearly gets annoyed when people don't bow before him.
4. {Grave Digger} "You wouldn't believe some of the things I've seen," with a thousand-yard-stare across his face.
5. {Princess} Laughingly says, "You remind me of my father," and then continues, "and I hate my father," after a slight pause.
6. {Druid} Overshares and says, "I tried turning into one of those, but I got a terrible rash," in regards to most beasts.
7. {Bard} Infuriatingly vein and likes to brag how, "Nobody in all the realm can do what I do on this here stage."



8. {Bar Keep} No matter who walks through the door or how many times, they always say, "Don't I know you from somewhere?"
9. {Priest} Leads with, "Whatever you tell me stays between you and me... and my god... and the high priest if it's bad enough."
10. {Ranger} "These look to be the tracks of a..." and then names an animal that is not even close to whatever left the tracks.

11. {Queen} Loves to say, "I'm sure you've heard this story before..." before bragging about one of her 3 princely sons.
12. {Mayor} Has a bad habit of asking total strangers, "Hypothetically speaking, what would you do if you were the mayor?"
13. {Shopkeeper} Jokingly asks, "You didn't steal anything did you?" but their tone never makes it sound like joke.
14. {Blacksmith} Looks peoples' armor up and down before saying, "Who made that for you? Because they must not like you."



15. {Guard} Starts every conversation with, "We've been looking for you..." before laughing it off with a warm handshake.
16. {Witch} Shrugs off bad news with, "This wouldn't be the first time I've been burned at the stake."
17. {Bandit} Starts all of their highway robberies by asking, "You wouldn't want anyone here to get hurt, would ya?"
18. {Thief} If they ever get caught pickpocketing, they try and play it off with, "I believe you dropped this?"
19. {Acrobat} Says, "Oh ya, I've taken some nasty falls," before revealing a horrendous scar or healing injury.
20. {Alchemist} Will often stop in the middle of a conversation and ask herself out loud, "Did I turn that boiler off?"



# D20 GRAVE STONES

Scroll of Revelation #089

## THIS GRAVE BELONGS TO...

1. **{Ambition}** A pale tiefling bandit hastily buried with the dagger that killed her still stuck in her ribcage.



2. **{Tori Grassbloom}** Murdered to keep her from taking her rightful place on the throne and buried in a nameless grave.
3. **{Kalin Toeanvil}** A one-handed dwarven blacksmith whose greataxes and longwords were said to be "unbreakable."
4. **{Otmar Drakeshade}** An old dragonborn candle maker who was buried wearing his trademark candelabra "crown."
5. **{Bronmyn Nightmantle}** A beloved priest buried in a robe made from the small bells he made and hung up throughout to man.
6. **{Kealir Blightblossom}** An infamous elven bard who took his own life after a scandal tarnished his reputation.
7. **{Norven Fogwhistle}** A halfling assassin whose back right molar is wooden and still holds a lethal dose of poison in it.
8. **{Agbar Roottusk}** A half-orc herbalist who was accused of being a witch and buried alive with frogs stuffed in his mouth.
9. **{Leaping Rat}** A mangy catfolk ratcatcher whose coffin is infested with swarms of plague-bearing rats.
10. **{Ibavan Fiddlestomp}** A gnome inventor whose eyes are both telescoping prosthetics with zooming lenses.
11. **{Tarka Runewood}** A humble knight whose shield was cloven in 2 but repaired with molten gold before being buried with her.

12. **{Dakoi}** A dainty fawn druid who was buried with her fascinating butterfly collection in a cocoon-shaped coffin.
13. **{Verk}** A goblin jailor whose skeleton is still clutching a long list with the names of every person he ever put in jail.
14. **{Orlyra Stonestream}** An elf innkeeper who was buried with the deed to her inn for whoever digs her up to claim.
15. **{Parchment}** A clockwork scholar entombed with their unfinished thesis on the plausibility of time travel.
16. **{Dalanip}** A lizardfolk ranger who lost her tail but replaced it with lengths of reeds braided through ornate bone rings.
17. **{Burk Stormfirst}** An ogre gladiator with lightning bolts etched into his knuckles which he thought were magic runes.



18. **{Dardryk Blackeye}** A dwarven bounty hunter with a platinum piece under his tongue left by his last failed bounty.
19. **{Consequence}** A tiefling oracle clutching a sealed envelope addressed to one of the characters by name.
20. **{Sabrina Moonscabbard}** An unremarkable mayor buried with her exceptional cigar collection in a lead-lined box.



# D20 CURSED SARCOPHAGI

Scroll of Revelation #090

## THE SARCOPHAGUS CURSES YOU...

1. **{Puppet}** Ghostly strings rise from your hands and feet. Every so often, something tries to take control of your body.



2. **{Marked}** Curling ram horns burst from your head and your tongue splits down the middle. Most people fear you.
3. **{Fused}** Your hand[s] fuse into the sarcophagus lid. Relinquish the treasure, or sever your hands to escape.
4. **{Whispers}** You can hear the relentless whispers of whoever was entombed within, and they ask you to do horrible things.
5. **{Static}** A sudden spark leaves your body, not only prone, but highly vulnerable to lightning strikes.
6. **{Beast}** You sprout mangey, black fur across your entire body that reeks no matter how many times you wash it.
7. **{Void}** Your dreams are filled with visions of the VOID. Save each morning or have your CHA decrease by 1.
8. **{Rotten}** Every day until this plague is cured, another piece of flesh sloughs off your face in a pestilent heap.
9. **{Forsaken}** Scream, cry, beg, it matters not. The gods can no longer hear the prayers that fall from your cursed lips.
10. **{Paranoia}** Everyone, even your closest friends, is secretly out to get you. You can't be convinced otherwise.
11. **{Terrible Luck}** If it can go wrong, it will. You have a -4 modifier to all your rolls until the curse is lifted.

12. **{Followers}** d6 commoners become zealous followers of you, and they will kill before they leave your side.
13. **{Flipped Hands}** Your hands switch places, making it incredibly difficult to wield weapons and tools until you get used to it.
14. **{Sealed}** Your armor grows tight as its clasps constrict and fuse together. You will die wearing this armor.
15. **{Despise}** You secretly loathe a random party member. If you have an opportunity to help in their "passing," you'll take it.
16. **{Cautious}** If you're going to risk your life in a fight, you need to have a wall, tree, or a companion at your back.
17. **{Enfeebled}** A skeletal hand grips your heart. Your HP max cannot rise above where it's at until the curse is lifted.



18. **{Ivy}** Beautiful ivies grow atop your armor, but its thorn-covered roots dig into your flesh making it painful to wear.
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19. **{Poisoned}** Water becomes poison to your lips. Drinking it won't kill you, but it will certainly make each day misery.
  20. **{Death Touch}** Friends and family will never feel your embrace, as loved ones suffer necrotic damage if they touch you.

# THE TOWN OF DUSTRIDGE

Scroll of Locality #001

While it may not be the bustling port city its founders intended, it has become a reputable safe haven and launch point for those wishing to explore the Bansheebone Desert.



## KEY DETAILS

- + **{Key Visual}** Heaps of pale sand in every possible nook and cranny.
- + **{Local Custom}** Everyone wears colorful silk scarves to keep the relentless dust out of their nose and mouth.
- + **{Greeting}** Strangers are greeted with a "smile" drawn across one's scarf with their finger to avoid letting in the dust.

## USEFUL LOCATIONS

1. **{Soulcaller Tent}** Tattered white shaman tent decorated with hundreds of bone flutes that howl and whistle in the wind.
2. **{Dustwalker Docks}** Buried under mounds of sand and dust blown over the edge of the cliff are the town's original docks.
3. **{Feyfeather's Scarfs}** Known for using exotic feathers and dyes imported from the Feywild through a "reliable source."
4. **{The Dripping Palace}** Lavish home of Lord Nabilma whose gardens are watered by the hundreds of tiny streams that trickle through the palace and down its steps.
5. **{The Panting Camel}** Docksides inn whose rooms are dug into the cliffside so they

can be kept cool by the ocean breeze.

6. **{Dustridge Markets}** A maze of tightly-packed tents that helps keep the dust out but makes the air insufferably stuffy.
7. **{Nabilma's Garden}** A beautiful but marshy garden grown up from where the palace's streams gather and flood the desert sands.

## INTERESTING NPCs

- + **{Haashim Sunmantle}** Human innkeeper who has 2 "decorative" scimitars sheathed on his back and runs the local thieves guild.
- + **{Havir}** Satyr owner of Feyfeather's Scarfs whose ibex-like horns are nearly hidden beneath all the scarfs he enjoys wearing.
- + **{Kala Rubyhips}** Beloved dwarven belly dancer who spends her evenings studying how to hunt and kill ghosts.
- + **{Lady Soulcaller}** Ancient elf shaman who dresses like a banshee and is said to be able to conjure the spirits of the dead.
- + **{Lord Nabilma}** An easily-exhausted water genie who wears a seaweed turban and can't stand being out in the sun.
- + **{Night Walker}** Cheetah catfolk with body piercing on all of his spots who works as a desert guide but only travels at night.

# WYVERN FLOCK VALLEY

Scroll of Wandering #001

There was a time this valley showed promise of becoming a prosperous haven for fur traders and merchants, but those days are long past as the valley is now infested with wyverns.



## DETAILS

- + **[Key Visual]** Looming pine trees whose tops have been snapped off from years of wyverns perching atop them.
- + **[Key Sound]** Crashing waterfalls that make it difficult to hear a wyvern's approach.
- + **[Key Scent]** Acidic stench of wyvern venom breaking down old animal carcasses.

## POINTS OF INTEREST

1. **[Wyvern Nest]** A solitary, one-eyed wyvern's nest built on the sheer cliff face. It's believed to be the oldest wyvern in all the valley, and it rarely leaves the mountain.
2. **[Nestleden]** Lazy halfling village built almost entirely underground to avoid wyvern attacks. The halflings farm mushrooms not to eat, but to smoke.
3. **[Furflock]** Abandoned fur trader's town that is constantly fought over by warring goblin tribes who cling to old folk tales that the town holds a lost treasure hoard.
4. **[Ring of Stingers]** Ancient circle of towering stones carved in the shape of wyvern stingers. Some say its the cause of the valley's high wyvern population.

5. **[Wyvern Nest]** Built from broken carriages and carts, the nest is home to a massive, two-headed wyvern. Many have tried to reach its nest, and their bloody climbing harnesses now dangle from the cliff face.
6. **[Ironhawk Keep]** Nobody knows what became of the Ironhawk Knights, but their crumbling keep is now inhabited by the valley's only remaining hippogriff who's survived countless wyvern attacks.
7. **[Nixie Home]** The depressed nixie, Meryala, lives in this naturally-formed damn made from hundreds of bones that fall out of wyvern nests and wash down the river.
8. **[Cottage]** Built on the cliff's edge by a wealthy hunter who was brutally killed by a wyvern. Their ghost now lingers here, unable to rest until the wyvern's head is mounted over their fireplace.
9. **[Druid's Cave]** A druid never actually lived in this cave, but the sounds of a ghostly flute that emanates from it lead to that being a common folk tale. The truth of what lies within is a mystery to
10. this day.  
**[Wizard Tower]** Floats just beyond the lip of a roaring waterfall. The wyverns keep a safe distance leading some to believe the wizard still lives inside.



# MAGIC SHOP ENCOUNTERS

Scroll of Malevolence #046

## THE PARTY FIGHTS...

1. **{Potion Golem}** Explodes out of the shop's back room where the shop owner was improperly storing volatile potions.
2. **{Arcane Thief}** In the process of stealing several very powerful items from the shop, and they know how to use them all.
3. **{Mimic}** Snuck itself into the shop disguised as a treasure chest and is trying to eat the shopkeeper.
4. **{Genie}** A customer ignored the "DON'T TOUCH" sign and released it from its lamp.
5. **{Animated Armor}** Has stood motionless in the corner for years only to go into a berserker rage for seemingly no reason.
6. **{Owner}** Charmed by an evil mage and using their inventory to attack the city market.

## THE PARTY MEETS...

1. **{Sad Item}** A sentient shield doesn't want to be sold off like some "forgotten relic" and asks the party to steal them.
2. **{Shelf Golem}** A clumsy shelf golem that lumbers through the shop displaying items and helping customers the best they can.

3. **{Retiring}** An ancient, wrinkly elf who's wanting to retire soon and selling most of their inventory at a massive discount.
4. **{Nervous Shopper}** A quiet and sweaty customer buying a poisoned dagger they claim will just "hang over their mantle."
5. **{Pawner}** A young pickpocket attempting to sell a magic ring they stole from the party a few hours ago to the shopkeeper.
6. **{Cat}** The awoken pet of the old shopkeeper who is rarely around but trusts the cat to run things in their absence.

## THE PARTY DISCOVERS...

1. **{Bounty Board}** A long list of magic items the shopkeeper is willing to pay high sums of coin to have retrieved for them.
2. **{Secret Door}** A strange, lead-lined door at the back of the shop that the owner doesn't ever mention or let people through.
3. **{Mega Dungeon}** A small bone-carved idol in the shape of a dungeon door that can transport you into a planar mega dungeon.
4. **{Receipts}** A receipt on the counter that shows several powerful relics were sold to an enemy of the party within the past week.
5. **{Break In}** The shop's front windows are still broken from a recent robbery.
6. **{False Items}** Very few of the items are actually magical, and those that are don't actually do what the owner says they do.



# TEMPLE OF UNBLINKING EYES

Scroll of Ruin #001

Though its location was lost long ago, tales of the one-eyed oracles who dwell here are widely known. Those who seek them out return with missing eyes and glimpses of the future.



## DETAILS

- + **[History]** Once home to a tribe of monastic cyclops who could see into the future but were killed off by humans who feared this power would be used against them.
- + **[Key Visual]** Cycloptic eyes set with green and yellow gemstones.
- + **[Key Scent]** Kipocho's bubbling snail stew.

## POINTS OF INTEREST

1. **[Shrine of Foresight]** Domed shrine with thousands of gemstone eyes lining its interior. Meditating within their gaze can show you glimpses of the near future.
2. **[Stairs of Introspection]** Covered with glaring eye glyphs that show you visions of your past sins. Can leave weak-willed creatures temporarily blinded with guilt.
3. **[Crypt of Blind Oracles]** Filled with the skulls of cyclops shamans whose treasures are placed within their empty eye sockets and protected by blinding glyphs.
4. **[The First Eye]** Towering statue depicting Jimacho, the first of the cyclops shamans. Centuries of rubbing his eye for good luck has left it reflective like a mirror.

5. **[Terrace of Ill Portents]** A great wooden eye stares out across the jungle from here. Monks who meditated here for 1 week were warned of great tragedies yet to come.
6. **[Sanctum of Prophecies]** A lightless chamber where the shamans would commune with their god, the great Unblinking One, who is said to take eyes in exchange for answers to unanswerable questions.

## INHABITANTS

- + **[Kipocho]** Ancient cyclops shaman who returned from a pilgrimage to find his people slaughtered. Blinded himself in honor of their deaths. Untrusting of humans, but not quick to violence.
- + **[Giant Cyclops Snails]** Raised by the shamans for their hallucinogenic slime. Kipocho uses them to keep the temple clear of as much jungle foliage as possible.
- + **[Cyclops Skeletons]** Intruders and raiders can quickly find themselves crushed under the fists of a skeletal cyclops monk.
- + **[Tigerbats]** These solitary jungle cats use echolocation to hunt their prey, allowing them to hunt the temple's giant cyclops snails without the risk of being blinded.

# THE PESTILENT CELLAR

Scroll of Delving #009

Everyone knows the tavern has a reputation for giant rats, but nobody this is because the previous owner was a plague cultist who built a temple of pestilence beneath the cellar.



\* temple hallway  
\*\* collapsable floor  
\*\*\* giant rat tunnel



## 1. TAVERN CELLAR

Staff stopped coming down here due to the giant rat's whose bites made them sick.

- + **[Giant Rats]** A few are always crawling through the crates looking for food.
- + **[Poisonous Air]** Noxious fumes from area 3 leak up through cracks in the floor.
- + **[Loose Floor]** The brick floor covering the temple stairs are close to collapsing.

## 2. CHAMBER OF SICKLY OATHS

Here, atop a floor of rat bones and skulls, cultists took their first oaths of pestilence.

- + **[Mother Rat]** Massive and immobile. Protected by swarms of sickly children.
- + **[Statues]** Line the walls depicting humans and ratlike demons wearing rotten robes.

## 3. PESTILENT LABORATORY

Filled with large plague demon skulls which were used like cauldrons to brew poisons.

- + **[Cauldrons]** Demonic flames keep several bubbling and hissing with noxious fumes.

- + **[Plague Imps]** Live in the cauldrons and explode with plague juices when killed.

## 4. SACRIFICE CAGES

Doctors, clerics, and other healers the cult would sacrifice were kept here in cages.

- + **[Cages]** Full of skeletons riddled with thousands of gnaw marks from rat teeth.
- + **[Potions of Healing]** d4 potions visible in the tattered robes of a priest's skeleton.
- + **[Skeletons]** Animate when their cages open and attack with plague-covered claws.

## 5. ALTAR OF ENDLESS PLAGUES

Here the cult performed their rancid rituals and conjured demons of rot and decay.

- + **[Demon Rat Corpse]** Lying dead on its back, its ruptured stomach used like a cauldron. Save against its deadly fumes at the start of each turn or take poison damage.
- + **[Plague Fiend]** Hunched under the weight of throbbing sores. Bound to this chamber. Can brew any plague or antidote for a cost.
- + **[Conjure]** New plague demons form from any pure flesh sacrificed within the cauldron.