

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.