

An Awakened Bonfire

TTRPG

A Scroll of Malevolence from the Church of Doom

#014



A small tribe of goblins have brought down an awakened tree with grappling hooks and are preparing to burn it alive for a dark ritual.

Environment

- * **[Forest]** The goblins' rituals have begun to dry out the forest, making it prone to wild fires. Fireballs, torches, or even the sparking of blades against armor can spark up a fire that quickly grows.
- * **[Goblin Camp]** The goblins brought the tree down as it was getting what little water it could from a trickling stream. They dragged it back just a little ways into a clearing and have it pinned down with rusty grappling hooks and frayed ropes.

Threats

- * **[Goblins]** Pyromaniacs, these goblins love setting things on fire. Especially things that move. They keep pouches of fatty oil on their belts which they can dip arrows or

- * blades into and then set on fire. The shaman leader has the ability to breathe fire and conjure lesser fire elementals.
- * **[Awakened Tree]** Only speaks druidic and is in a panic as goblins hack at it with axes. If it breaks free on its own, it mistakes the characters for allies of the goblins come to participate in its sacrifice.

Timers

- * **[Fires]** Any fire that isn't put out within 1d4 rounds of it starting, doubles in size.
- * **[Sacrifice]** The goblins have small starter fires burning around the tree's roots. If they are not put out within 1d4 rounds, they set the tree on fire and turn it into a fire elemental under the shaman's control.

Treasures

- * **[Fire Staff]** The goblin shaman wields a fire staff {which is more like a wand in the hands of a human} that shoots fire bolts.