



TOME OF INDOCTRINATION #013

Scrolls of Revelation #096-#100

Scroll of Locality #003

Scroll of Wandering #003

Scroll of Malevolence #048

Scroll of Ruin #003

Scroll of Delving #011



[Resentment] The entire town hates them and their policies, so they've decided to just hate the town right back.



[Bitterness] They were sent to this frontier town after a demotion, and they're willing to ruin it out of spite.



[Greed] So long as they turn a blind eye to the thieves guild's operations, they'll keep making them filthy rich.



[Manic] Everything they do for this town, both good and bad, is all part of the great cosmic plan they've seen in the stars.



[Vanity] They don't need anyone's help running this town. Let alone the reckless actions of some outsiders.



[Dragon] The mayor is actually a disguised adult green dragon reveling in the death and despair they're bringing to the town.



[Debt] A rival noble is blackmailing them and the only way to make the payments is to steal from the town's treasury.



[Lies] They recently joined a cult which convinced them it can bring great wealth and fame to their nameless hamlet.



[Deal] A deal made with a devil long ago has come back to haunt them. If the town doesn't fail, the devil gets their soul.



[Power] They grew up with no money and no power. As soon as they were elected, they got drunk and addicted to both.



[Growth] The town must grow by any means necessary if they're ever to be considered for a noble status.



[Cursed] A genie's curse ensures that no matter what they do, their policies and ideas always end in disaster.



[Inheritance] They refuse to step down as mayor because if they do they won't be eligible to claim an expected inheritance.



[Reputation] Bribes, intimidation, and even murder are all acceptable if it keeps the town's reputation clean.



[Mind Control] A traveling bard has them under hypnosis and is using this to get whatever they want from the town.



[Sabotage] Bringing crime and ruin to the town is worth it because it makes the pompous and idiotic duke look bad.



[Hiding] They found a secret treasure hoard under the town hall, so they need everyone else to get out of town.



[Greater Good] If this town is to have any chance of growing, supplies must be stolen from the other nearby settlements.



[Disguise] The mayor is actually their evil twin who has the real mayor trapped up in a dungeon beneath the town hall.



[Paranoia] The war is hundreds of miles away, but they're bankrupting the town hiring mercenaries for extra protection.

D20 ABANDONED SHRINES

1. **{Fiend}** Legend has it this large stack of prayer-etched stones is all that keeps a devil trapped in its cell.
2. **{Fey}** Everyone knows not watering the flowers growing over the petrified satyr will bring you nothing but bad luck for the next full year.
3. **{Queen}** The pixie queen's crown still lies atop that hill surrounded by a hundred red roses. 1 for every soldier who died defending her.
4. **{Horses}** Weary travelers often stop at this ruined statue of a warhorse to rest their own steed and give thanks for its service.
5. **{Angel}** Nobody knows why darkness never seems to fall upon this stump. Some think it's because an angel sat atop it and wept for their fallen love.
6. **{Luck}** A single copper coin rests atop this jester-shaped pedestal for travelers to flip in hope of good luck on their voyage. Stealing the coin is unwise.
7. **{Toll}** Travelers enjoy paying the "troll toll" by leaving trinkets in the palm of the petrified troll that sits hunched under the bridge.
8. **{Weapon}** This dead oak tree is pierced by hundreds of rusty spears and swords left by those who have taken a vow of pacifism.
9. **{Music}** This low stone wall is etched to appear like a blank strip of manuscript paper which traveling bards notate their own sonnets and songs on with chalk.
10. **{Spirit}** Nobody knows why, but if the lantern resting at the edge of the woods isn't relit every night, the spirits will come.
11. **{Truth}** This mischievous imp statue holds a silver mirror with, "Won't you tell me your secrets?" etched across its face.



12. **{Dragon}** A new copper piece is added to the horde in the center of town every dawn to celebrate another day since the dragon was slain.
13. **{Science}** The bizarre clockwork statue was donated by a mage who cherished the sciences. Nobody is sure what it does.
14. **{Portal}** This portal ring hasn't worked in ages, but folks still step through it on new and full moons to cleanse themselves of evil spirits.
15. **{Golem}** Folks claim the only reason that rusty iron golem standing atop the hill hasn't woken up is because of their nightly offerings.
16. **{Bandit}** Some think the bandits pin their victim's palms to the tree as a warning while others think they're offerings.
17. **{Unknown}** The obelisk fell from the stars over 10 years ago and only stops whispering when it's given blood and ale.
18. **{Secrecy}** If you want to make sure your secrets don't get out, you'd best give the statue of the shushing rogue a smooch on the cheek.
19. **{Sea}** Sailors speak of a driftwood shrine that washes ashore and demands rum less it call forth a week of violent storms.
20. **{Family}** Every evening the orphans gather around this broken table to "dine" with the families they hope to have.



D20 DOOR PUZZLES

Scroll of Revelation #098

1. **[Old Door]** The ancient sentient door can't remember what key unlocks it, but it would never admit that. To avoid embarrassment, it can be convinced any key is the right one to its lock.
2. **[Spiked Tunnel]** 2 levers must be pulled simultaneously to retract the spikes filling the narrow tunnel leading to the dungeon's front door. If either lever slips, all of the spikes will jut back out of the walls and pierce whoever is in the tunnel.
3. **[Thirsty]** The door is shaped like the maw of a pig-like demon and will only open if a body's worth of fresh blood is poured in its mouth. This blood nourishes a demon sleeping beneath the dungeon.
4. **[Item Check]** The creator of the death dungeon instructed its sentient front door to only allow those in possession of powerful magic items to enter. Every few years, the creator returns to gather up the valuable items lost within their dungeon.
5. **[Tile Puzzle]** The door is quite literally a tile puzzle, and its pieces can be shifted around to try and form the correct door with INT checks. After 3 attempts to the door will open, and the more failed checks that occurred the deadlier the dungeon beyond becomes.
6. **[Blade Key]** A sword must be sheathed within the lock and broken at the hilt for the door to open.
7. **[Gentle]** The harder you push and pull at this door, the more stuck it becomes. However, if it's given the softest of nudges it swings open effortlessly.
8. **[Blossoms]** Iron vines and flower buds choke the door, rooting it in place. If watered, the flowers blossom and the vines quickly rust away allowing the door to open.
9. **[Song]** A notoriously difficult song is etched across the door, and it must be played perfectly for the door to open. If the song is stopped for any reason, the door immediately slams shut.
10. **[Silence]** A dozen metal goblin heads protrude from the door and argue incessantly over anything and everything. In order to open the door, all of the heads must be kept silent for 1 full minute.
11. **[Forged]** The door, which is shaped like a great dwarven forge, must be lit and heated to a near impossible temperature to open. Doing so requires the skill of a master dwarven blacksmith.
12. **[Dream Lock]** While the image of a door is etched into the stone, there is no true door. However, sleeping outside the entrance to the dungeon causes its doors to open for you in your dreams.
13. **[Moving Handle]** Opening the door is easy enough once you catch the handle that shifts along the face of the door at blinding speeds and is covered in oily grease.
14. **[Chalk Handle]** The door has no handles but is covered in layers of chalk dust. Drawing a handle on the door with chalk causes one to appear, but it can easily be washed away by the elements.
15. **[Beast Phrase]** A specific passphrase is needed to pass through the door, a passcode entrusted to a family of awoken, kleptomaniac raccoons that live in a nearby tree.
16. **[Death Knocks]** The necromancy runes carved across the skull-shaped door state it can only be opened if an undead creature knocks on it.
17. **[Vault]** The door's massive rotary combination lock is rather easy to pick if you place your ear against the door and listen for the pins to tumble into place. However, every failed spin of the lock echoes through the dungeon like a dinner bell attracting hungry monsters.
18. **[Dozing Off]** The sentient door spends most of the day napping which makes it easier to pick the lock in its mouth. However, the door is a very light sleeper and can breath acid so best not wake it up.
19. **[Alchemical Process]** Dozens of beakers, tubes, and other alchemical tools protrude from the door, and a very complex chemical recipe is etched along its frame. Following this recipe causes the door to open, while failing to do so results in a cloud of noxious gas.
20. **[Signature]** Unlocking the door is as simple as signing your name across it, however, doing so pledges your soul to the devil who created this dungeon should you perish within it.



D20 Traveling Merchants



Scroll of Revelation #099

1. {Delmont Coalsaddle} Desperate to sell the hundreds of torches piled up in his cart which very few adventurers need since most can see in the dark.
2. {Gursha Onebrow} Offers sloppy but affordable tattoos out of her intimidating wagon that's built like a devil's skull and pulled by 2 pale horses.
3. {Pleasure} This tiefling specializes in wrangling up imps and selling them off as minions/familiars to whatever strange folk he crosses on the road.
4. {Ziek Alleygrove} After he was nearly thrown in jail for selling disguises of the noble family and their court members on the city streets, Ziek decided to take his "costume" business on the road.
5. {Zyrus Feypouch} He won't disclose where the spell components came from, only that they'll make any spell they're used to cast twice as powerful.
6. {Elber Truerune} If you earn his trust, he just might let you use 1 of the 12 different teleportation circles hidden inside his magical wagon.
7. {Shefra Snakesnout} Nobody knows where more interesting locations are in this valley than Shefra, and she'll sell you a map to few of them for just 5 silver.
8. {Cefrus Zenbrook} His messenger birds can deliver a note to anyone in the realm, and he looks down on those who communicate through magical means.
9. {Corban Valleypie} Travelers love crossing paths with Corban who sells sweets and pastries from all across the realm out of his rickety cart. Perfect for helping those from distant lands get a taste of home.
10. {Elza Greenreed} Anyone can train tigers or bears, but who else but Elza trains and sells trained giant beetles out of their cocoon-shaped merchant wagon?
11. {Haila Dunepetal} Her cart jingles and clinks as it makes its way down the road, stacked to the brim with lamps of various sizes and shapes. Anyone can buy a lamp for 1 silver, and she claims 1 of the lamps has a genie inside it.
12. {Rasham Creekrider} The black salt he hawks from his wagon tastes like normal salt and doesn't give off any magical energies, but he swears no devil can touch you so long as you are standing within a ring of it.
13. {Nola Ashcrop} His herb-covered wagon is pulled by a team of 7 giant badgers. He sells pouches of seeds that, if planted and immediately watered, grow into a random beast made entirely of vegetation that obeys your commands for 1 hour.
14. {Eve Godblush} A master in matters of the heart, she'll give you council in your own love affairs for just 1 silver.
15. {Brif Thunderdeck} Every set of dice this gentle giant sells is hand-carved from the bone of a monster he's also slain with his bare hands.
16. {Zelpa Barlyewheel} The only thing she loves more than brewing ale and exploring the realm is doing both at the same time out of her brewing and bottling merchant's wagon.
17. {Swap} This short and sausage-fingered tiefling just loves to trade things, so he pulls his wagon of trinkets and odd bobbles along busy roads looking for adventures to barter with.
18. {Blarth Coventaker} This former cult-member sells sacrificial lambs to whoever might have a use for such a thing. He doesn't mention that first part though.
19. {Bria Dawnhorn} Take your pick of any of the monstrous skulls hanging inside her wagon. Nobody in town will know it wasn't you who felled the terrifying beast.
20. {Oduz Shadehunter} It's hard to believe, but the jars of maggots this retired grave-digger sells can consume an entire human corpse in less than 10 minutes.

D20

JOB BOARD POSTINGS

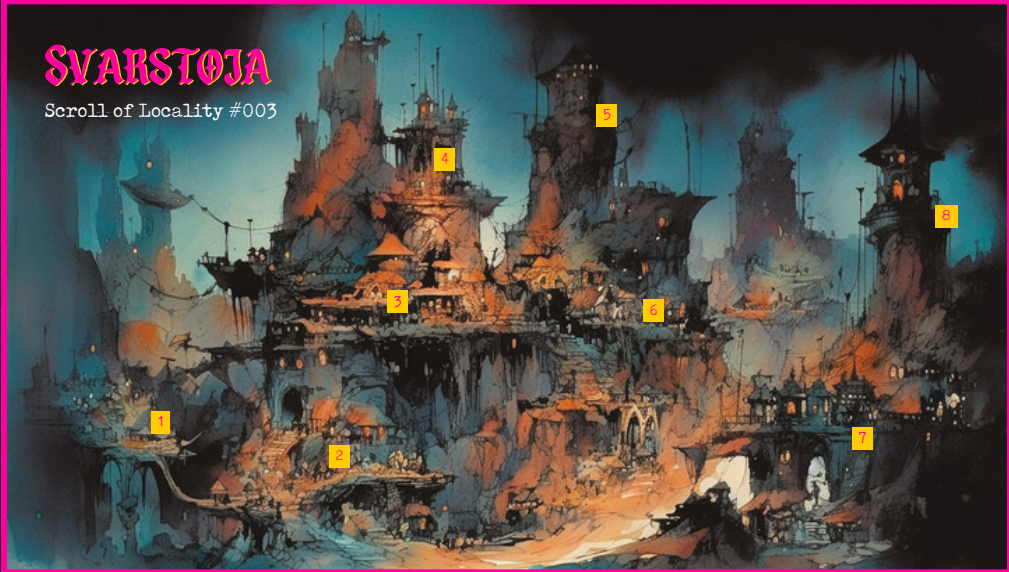
SCROLL OF REVELATION #100



1. **[Lost Goat]** A family's shrieking [and very stubborn] goat ran off into the woods. Bringing it back will be difficult because the goat's screams attract monsters.
2. **[Message in the Sky]** The town has to get a letter to the wizard in the floating tower. If the party can figure out a way to get up there, they can earn some easy coin.
3. **[Family Fire]** A dwarven blacksmith wishes to perform an ancestral forge ceremony, but the fumes attract fire elementals. He'll pay adventures to keep him safe during the ceremony.
4. **[Look and Key]** The mayor has put up a reward to anyone who can seal the nearby monster-filled dungeon. She doesn't care if you find it first, but you won't get paid until you prove it's locked up.
5. **[New Pet]** Several hunters claim to have encountered a talking panther in the jungle. The prince, who loves collecting exotic beasts, has offered the panther's weight in gold for its capture.
6. **[Diplomats]** A nearby tribe of ram giants will only stop their raids if they get what they want. The problem is these dimwitted giants don't know what they want yet. A reward will go to any group who can help the giants settle on a peace offering.
7. **[Chaperone]** The wizarding college is preparing to send their students out to local dungeons for their final exams, and they're looking to hire adventurers who can accompany their students and make sure they come back alive and [relatively] unharmed.
8. **["Monster Hunter"]** A prince believes the only way to win over his beloved's heart is by slaying a monster. Lazy and cowardly, he'd like to discreetly hire an adventuring party to slay one for him.
9. **[Fetch Some Fire]** An ambitious artificer is trying to construct an iron golem, but she needs hell fire to power it. Any adventurers who can bring her a flask of it from the Nine Hells will be rewarded with a golem companion of their own.
10. **[The Last Laugh]** A wizard's rival perished in a nearby dungeon, and they've offered up a reward to anyone who can bring them their skull which they want to mount over their fireplace.
11. **[Potion Run]** The guild master needs a rushed shipment of potions escorted north. They don't have an exact count of how many potions there are, but they [perhaps unwisely] trust the party.
12. **[A Setting Sun]** An elderly farmer wishes to travel to the coast to see the ocean one last time. He's willing to leave his farm and his small fortune to anyone who gets him there before he passes.
13. **[Phantom Bomb]** It's recently come out that the mad artificer's "arcana bomb" that was disposed of deep beneath the city might not have been properly disarmed. A handsome sum of gold will go to any heroes who dispose of the bomb once and for all.
14. **[Ghost Hunters]** An aspiring ghost hunter wants some extra hands in her investigation of a supposedly haunted manor. She fails to mention the estate is actively being lived in by a noble.
15. **[Translate]** 3 days ago, a dragonborn marched into town and delivered what seemed to be a warning. Unfortunately, nobody in town speaks draconic so they mayor has put up a reward to anyone who travels to the dragonborn village and translate the message.
16. **[War Torn Family]** A halfling mother and her children are desperate to have their father and eldest son brought across an active warzone so their family can be reunited. The mother only has 3 gold to offer any heroes that will come to her aid.
17. **[New Tenants]** Many have taken the baron up on his offer to claim the old keep on the hill so long as they clear it out of monsters, and so far no group that's entered has ever returned.
18. **[Combination]** A narcissistic bard is looking to pay an adventuring party an absurd amount of coin to take him on a thrilling quest to inspire his next great tale. However, the payment is conditional upon the adventure meeting his [unreasonably high] standards.
19. **[Hives]** The farmers are pooling their funds to pay adventurers to destroy the giant wasp hive deep in the forest. What the farmers don't know is that the wasps are awakened and have ambitions of spreading their hive kingdom far beyond the forest.
20. **[Fetch]** Some local thugs stole the town's job board and took it to their hideout. The furious and embarrassed mayor has posted a reward for its return on the doors of the townhall.

SVARSTOJA

Scroll of Locality #003



1. **{Roaring Slums}** Brightly lit by the fires and forges of the failed or exiled blacksmiths who live here.
2. **{The Dying Light}** This inn is one of the few places outsiders are permitted to carry open flames. Its main dining area is illuminated by a single candle.
3. **{Market Tunnels}** Svarstoja's markets line the winding tunnels and chasms carved beneath the city. An ideal location for illegal business dealings to occur.
4. **{Miner's Temple}** Dedicated to the dwarven god of mining, its soot-covered priests oversee the miner's exchange as well as a vast majority of the city's trade.
5. **{King's Spire}** The ruling Blackanvil family dwells within this rocky tower whose top-most chambers are hidden amidst the shadows of the cavern's ceiling.
6. **{Gloom Vaults}** It is said that deep within a dungeon that permits no light are the Gloom Vaults which hold the shadow forging techniques first discovered by the Blackanvil dwarves.
7. **{Lightless Temple}** Appearing as the black silhouette of a colossal stalagmite, this temple and its priests peer into the black abyss of the Underdark in search of lost forging secrets.
8. **{Shadow Smithies}** Under the careful eye of the Lightless Temple, dwarven blacksmiths forge shadows into lethal weapons in this maze of forges, furnaces, and chimneys.

The dwarvish city of Svarstoja, meaning "The Black Anvil" in common, lurks in the depths of the Underdark and is known for the macabre technique of forging with shadow.

- + **{Key Visual}** Fires that seem to consume light rather than create it.
- + **{Local Custom}** Deals are always struck and negotiated in pitch blackness.
- + **{Catchphrase}** "Step out, my friend." Said in reference to one "stepping out of the shadows" when they're invited into the home or business of a trusted friend.

- + **{King Dolkrin Blackanvil}** A hunched dwarf whose sunken eyes can barely be seen within their deep, recessed sockets. He grows increasingly pale and paranoid that someone plots to "steal his light."
- + **{Brutelya Bonehood}** The most legendary smithy in all of Svarstoja, yet she refuses to join the ranks of the Lightless Temple. It's said that one nick from her blades can sap a creature of its very will to live.
- + **{Torgrenal Bleakspine}** High priest of the Lightless Temple who is conspiring with shadow devils to take the throne from King Blackanvil. Nobody remembers what his face looks like, for his priestly blessings keep him invisible while in darkness.



HEAD HUNTER CANYON

Scroll of Wandering #003

This mist-filled canyon was once home to a proud lizardfolk people who quickly devolved into savage head-hunters after their own gods abandoned them for an unknown sin.

DETAILS

- + **{Key Visual}** Humanoid skulls crammed into cracks or pockets formed in the stone.
- + **{Key Sound}** The hissing of waterfalls and loose sand blowing across the stone.
- + **{Key Scent}** Cool, mist-filled air.

POINTS OF INTEREST

1. **{Abandoned Camp}** Just visible along the cliff's edge. 3 headless adventurer's corpses still lie within their tents.
2. **{Chasms}** Giant acid-spitting lizards sunbath across this steep and slippery slope that leads down into the lizardfolk's subterranean domain.
3. **{Under Chasm}** The deafening waterfalls and crashing mists make navigating these underground chasms nearly impossible for all but the amphibious lizardfolk.
4. **{Dragon's Spine}** This buried ancient blue

dragon spine is easily mistaken for a jagged rock outcropping. It is one of the few places the lizardfolk dare not go.

5. **{Dust Slabs}** Sheets of blinding dust howl across this long stretch of slickrock making it the perfect place for the lizardfolk to spring their ambushes.
6. **{Vines}** This sheer, vine-covered section of canyon offers a quick escape from the lizardfolk, but the 3-armed chimps that dwell within them are quite territorial.
7. **{Old City}** What little remains of the lizardfolk's ancient city clings to the cliff here, but all that inhabits it now are giant lizards and carnivorous plants.
8. **{Temple}** Before the lizardfolk built their city, they carved this massive rock outcropping to look like a sun-bathing lizard and hollowed it out with their temple. If there is any evidence of why their gods left them, it lies here.

INTERESTING NPCs

- + **{Vrithk}** The most decorated lizardfolk head hunter in the canyon. It's said he hunted his own head but it grew back.
- + **{Shaza}** A fat and lazy manticore who leaves her cave only to feast on the headless corpses left by the lizardfolk.
- + **{Conall Youngrock}** A clumsy archeologist investigating the fall of the lizardfolk.

DEVIL ENCOUNTERS

SCROLL OF MALEVOLENCE #048

THE PARTY MEETS A DEVIL WILLING TO TRADE... {ROLEPLAYING}

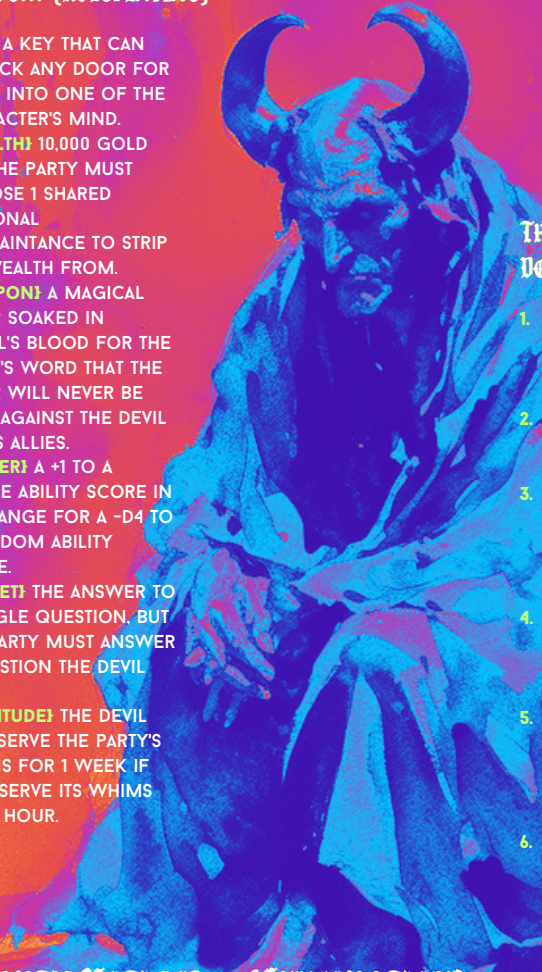
1. **{KEY!}** A KEY THAT CAN UNLOCK ANY DOOR FOR A KEY INTO ONE OF THE CHARACTER'S MIND.
2. **{WEALTH!}** 10,000 GOLD BUT THE PARTY MUST CHOOSE 1 SHARED PERSONAL ACQUAINTANCE TO STRIP ALL WEALTH FROM.
3. **{WEAPON!}** A MAGICAL SPEAR SOAKED IN ANGEL'S BLOOD FOR THE PARTY'S WORD THAT THE SPEAR WILL NEVER BE USED AGAINST THE DEVIL OR ITS ALLIES.
4. **{POWER!}** A +1 TO A SINGLE ABILITY SCORE IN EXCHANGE FOR A -D4 TO A RANDOM ABILITY SCORE.
5. **{SECRET!}** THE ANSWER TO A SINGLE QUESTION, BUT THE PARTY MUST ANSWER 1 QUESTION THE DEVIL ASKS.
6. **{SERVITUDE!}** THE DEVIL WILL SERVE THE PARTY'S WHIMS FOR 1 WEEK IF THEY SERVE ITS WHIMS FOR 1 HOUR.

THE PARTY IS ATTACKED BY A DEVIL BECAUSE... {COMBAT}

1. **{JEALOUS!}** ANOTHER DEVIL WISHES TO CLAIM THE PARTY'S SOULS, AND THEY WANT TO PREVENT THAT FROM EVER HAPPENING.
2. **{TRAP!}** IT WANTS TO EARN THE PARTY'S WRATH SO IT CAN LURE THEM INTO THE 9 HELLS.
3. **{SECRET!}** THE PARTY DOESN'T KNOW IT YET, BUT ONE OF THE BOOKS IN THEIR POSSESSION CONTAINS THE DEVIL'S TRUE NAME. THEY MUST KEEP IT SECRET.
4. **{PROMISE!}** THE DEVIL MADE A DEAL THAT REQUIRES THEM TO GIVE THE PARTY'S SOULS OVER TO ANOTHER VILLAIN.
5. **{ANNOYED!}** WHETHER THE PARTY KNOWS IT OR NOT, THEY'VE BEEN MEDDLING IN THE DEVIL'S SCHEMES AND THEY'VE BECOME TOO MUCH OF A LIABILITY.
6. **{FRAMED!}** IT ISN'T ACTUALLY A DEVIL. IT'S AN ANGEL IN DISGUISE WHO WISHES TO SPARK UP A CONFLICT BETWEEN THE PARTY AND THIS SPECIFIC DEVIL.

THE PARTY NOTICES... {EXPLORATION}

1. **{SECRET MESSAGE!}** SCATTERED THROUGHOUT A NOBLE'S PRIVATE JOURNAL ARE RANDOM RED WORDS THAT SPELL OUT A HIDDEN MESSAGE IN INFERNAL.
2. **{SCORCH MARKS!}** THE FAINT BURN MARKS OF AN INFERNAL SIGIL ON THE GROUND RECENTLY USED TO CONJURE A LESSER DEVIL.
3. **{IMP!}** AN IMP SNEAKING OUT OF THE WIZARD'S TOWER WITH SOMETHING CLUTCHED IN ITS TAIL.
4. **{FALSE STATUES!}** THE ANGEL STATUES ARE ACTUALLY HOLLOW SHELLS PLACED OVER DEVIL STATUES.
5. **{CONTRACT!}** AN UNSIGNED INFERNAL CONTRACT IN THE DRAWER OF A TRUSTED NPC.
6. **{TRACKS!}** A SET OF CLOYEN HOOF TRACKS THAT SEEMED TO APPEAR OUT OF THIN AIR AND LEAD DOWN A CORRIDOR THAT WASN'T THERE BEFORE.

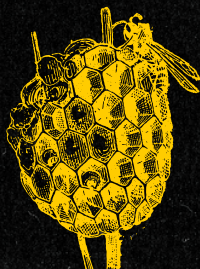


THE FEYHIVE SHRINES

Scroll of Ruin #003



The Feyhive Druids protected this forest for ages by luring and trapping dark fey monstrosities and Shadowrealm spirits in honeycomb-shaped shrines scattered throughout the forest. In the century since the order's defeat, the shrines' have begun to crumble and slowly release their contents back into their realm of mortatls.



THIS HIVE SHRINE CONTAINS:

1. **{Empty}** This hive once held Drizdag, the Black Fire, but is now split open revealing ancient druidic etchings that can be deciphered to learn the purpose of these hives.
2. **{Vezzak}** A shrieking bat prince from caverns deep below the Feywild. He can hear anything he wishes to listen for.
3. **{Olmana}** This flesh-eating unicorn can trample creatures into the Shadowfell, and his horn consumes all non-magical light.
4. **{Bogoth}** If this giant maggot lays its eggs inside a carcass resting in shadow, the eggs will hatch into more versions of itself by the next dusk.
5. **{Nizana, Webdancer}** This drow demigod wears a weeping white jester mask and frolics through shadows killing anyone and everyone she sees.
6. **{Jarkod}** This nightmare from the Shadowfell has no true form, but instead appears as a black tear in reality which your worst fears crawl out of to rip you limb from limb.
7. **{Qazloq}** This giant wind chime is made from the bones of slain bards whose ghostly melodies can drive mortal minds mad.
8. **{Agleren}** This tiny gremlin-like fey might look harmless, but its habit of hiding under stairs and dripping elderly farmers makes it a menace.
9. **{Yetu}** This gangly troll towers over the trees and uses his magical laddle to scoop up shadows to add to his necrotic stews.
10. **{Bron}** A 3-armed fey bugbear who loves collecting gloves and gauntlets with the rotten hands of whoever was wearing them still twitching inside.

GHOST HOWLER'S CRYPT

{Scroll of Delving #011} Those who entombed Corrak Ghosthowler, chief of the Red Spirit barbarians, said they could hear his battle cries from beyond the grave. It wasn't until a tomb raider tried to steal Corrak's crown that this myth became truth. Corrak's ghost cleaved its way into the material plane and severed the thief's head from his shoulders before he could escape, but, unable to lift the crown, Corrak's ghost remains trapped on this plane in an endless rage until his crown is returned to him.

{2. Hall of Glory}

This narrow hall is filled with dozens of broken blades and shields placed atop mounds of cracked skulls. Each one is a trophy of war taken by Corrak himself.



{1. Howling Canyon}

To reach the crypt, explorers must pass through this narrow canyon which is patrolled by ghost vikings on skeletal horseback who are eager to lop heads.

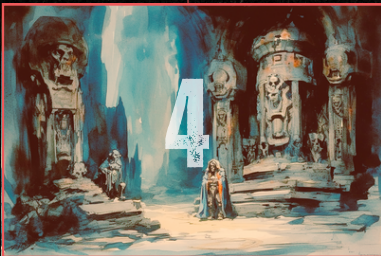


{3. Treasure Vault}

Perceptive heroes might notice a collapsed section of stone in the Howling Canyon that leads directly into Corrak's secret treasure vault. A heavy tapestry on the far wall also conceals a hidden door to area 5.



{4. Chamber of Totems} Corrak's countless tales of conquest are etched into the stone totems that line this chamber. Sprawled across the center of the room is a headless tomb raider with a crown still clutched in his hands.



{5. Ghosthowler's Crypt} Corrak's furious wails emanate from his disturbed sarcophagus placed at the feet of a mighty viking statue, but looking inside reveals nothing but a motionless, skeletal corpse. If his crown is placed back atop his head, Corrak's spirit ceases its rage and the crypt is cleansed of all spirits.