

# An Immortal Tale

TTRPG

A Scroll of Malevolence from the Church of Doom

#022



As the party rummages through an ancient library, they uncover a sentient book with a lich trapped inside its pages. If the lich can trick a character into reading the book in its entirety, they'll escape the pages.

## Environment

\* **{Library}** Built centuries ago by keepers of necrotic lore. Filled with academic papers and tomes on various forms of undead. Ghostly whispers echo down the halls, and vanishing silhouettes lurk in the shadows.

## Threats

- \* **{Lich}** Her name has been forgotten by all, including herself, thus she goes only by "The Immortal." Her soothing voice creeps into the dullest or most desperate mind she can sense and lures them to her with promises of whatever they desire most.
- \* **{Prison Tome}** Wrapped in lead chains with a padlock resembling an unblinking eye set

into the palm of a severed, skeletal hand. The words inside present the horrific history of this lich, but the Immortal casts illusions over the pages to make the words be whatever she desires.

- \* **{Shadows}** The shadows in this library are all victims consumed by the lich's flame. They attack anything that isn't in direct light from a torch, candle, or spell.

## Timers

- \* **{Lich's Rage}** If the party abandons the book, the Immortal becomes enraged and ghostly flames erupt from its pages and begin spreading through the library. Any living creature still within the chamber after 1d4 rounds is consumed by the flame.

## Treasures

- \* **{Scrolls}** 1d4 scroll cases carved from bone can be discovered in this library, each containing a high-level necromancy spell.