

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.

