

TOME OF INDOCTRINATION

#009

Scrolls of Revelation #076-#080

Scrolls of Malevolence #041-#045

Scroll of Delving #008

120 ARCTIC MONSTERS

Scroll of Revelation #076

FAUNA OF THE FROZEN NORTH

1. **{Frozzle}** Frog-like humanoids who travel the planes searching for lost relics in the ice using their red-hot webbed hands.
2. **{Hammer Seal}** Predatory seals with thick-boned skulls which they use to smash up through the ice directly under prey.
3. **{Glarus}** A celestial walrus that can create glaciers with its smaller tusks and flip over ships with its larger ones.



4. **{Animated Sled}** These simple constructs are mostly used to transport goods but can easily help defend arctic merchants.
5. **{Snowball}** These giant, elemental snowballs pick up whatever they roll over and then topple over the sides of cliffs.
6. **{Glacier Dragon}** Aquatic dragons whose bodies are bristling with glacial spikes that can easily rip through ship hulls.



7. **{Blizzlings}** These mopey, wooly halflings are from the feywild and are perpetually followed by howling blizzards.
8. **{Tundra Devil}** These penguin-like fiends are exiled to arctic tundras where it is nearly impossible to collect souls.
9. **{Woolytusk Giants}** These distant cousins of hill giants have long, thickly braided beards that resemble a mammoth's trunk.
10. **{Boil Bears}** The breath of these monstrous polar bears can rapidly bring ice to a boil or refreeze it to trap fleeing prey.



11. **{Bergmaw}** These glacier monstrosities wait for prey to cross atop them before flipping over to drown and devour it.
12. **{Frostface Tiger}** The face of this arctic tiger takes on the frozen, terrified expression of whatever they ate last.
13. **{Arctic Ooze}** Identical to a normal sheet of ice, creatures who fall into an arctic ooze freeze to death in just a few seconds.
14. **{Deadpits}** These carnivorous roots leave only their charred mouths exposed which are easily mistaken for old fire pits.
15. **{Frostplague Zombie}** One bite from these ice-cursed zombies is all it takes to contract a lethal case of frostbite.
16. **{Snow Cherubs}** These small angels conceal themselves in priestly parkas and seek out frozen heroes to give a proper burial.
17. **{Totem Squalls}** Animated totem poles capable of controlling the weather and unleash violent storms to drive out evil.
18. **{Blizzard Dragon}** Concealed within miniature blizzards, their howls can rupture deer drums and deafen prey.
19. **{Cold Plates}** When a knight freezes to death within their armor, elemental magics can give the frosty metal new life.
20. **{Lolfs}** These tiny, fur-covered lizards from the Feywild enjoy leading lost adventurers straight into dragon lairs.

D20 DESERT TRINKETS

Scroll of Revelation #077

WHAT'S THAT IN THE SAND?

1. **{Goggle}** Beautiful set of thunder lizard sand goggles made of brass and colorful feathers. One lens is badly cracked.
2. **{Ring}** A rotten ring carved from an ogre's tooth. The top depicts 2 vultures circling a one-eyed human skull.
3. **{Sheath}** Badly rusted and once held a magical scimitar, but the 3 sun-carved gems set into it could be worth something.
4. **{Turban}** Its faded stitchwork tells the story of a genie escaping their lamp only to end up trapped inside it once more.
5. **{Oil Lamp}** Covered in infernal runes. Its lid is impossible to open and bloody rags have been stuffed down its spout.



6. **{Helmet}** A ridiculous iron helmet shaped like a fish head that was cast aside by a knight who died of heat stroke nearby.
7. **{Snake Belt}** Made from polished snake skin and uses the snake's fangs to keep the belt notched in place.
8. **{Scorpion Tails}** A dozen scorpion tails pinned across a folded piece of leather with detailed notes on each specimen.
9. **{Dragon Scale}** Polished like a mirror on one side and carved with desperate prayers for rain on the other.
10. **{Hawk Skull}** Was once the faithful companion of a desert ranger. The hawk's named is carved into its beak.



11. **{Head Chain}** 3 lengths of thin gold chain hold a gemstone that turns a fiery orange during the day and a deep purple at night.
12. **{Candelabra}** Resembles a camel with candle holders where its humps would be. Made from tarnished brass and badly bent.
13. **{Map}** A map case made from a scorpion tail. The map inside reveals a town they just visited is built atop an ancient dungeon.
14. **{Sphinx Mask}** Resembles a beautiful and mysterious sphinx, but the chipping paint reveals a smiling devil's face beneath it.



15. **{Smoking Pipe}** Set with turquoise pearls and so ridiculously long it can be used as a walking stick.
16. **{Water Flask}** Dented and stained with a bit of old blood. 4 human teeth rattle around inside it.
17. **{Bracer}** Made from sea shells and basilisk hide. Resembles a scarab, but is missing the shell used for its left pincer.
18. **{Earrings}** Each one is made from thin strips of brass and whittled snake fangs to resemble a rattle snake's rattle.
19. **{Letter}** A scholar's last letter admitting he was wrong about his theory of a lost library hidden somewhere in this desert.
20. **{Hat}** An unusually wide-brimmed straw hat worn by a hermit vampire who lost it during a bad sand storm.

O2O CAVE TRAITS

Scroll of Revelation #078

THIS CAVE IS A BIT ODD...

1. **{Dormant Water}** The water trickling down its walls would allow for deep delves, but drink it and you may never wish to leave.
2. **{Stalactites}** These extremely delicate crystals can come crashing down from the slightest tap of a hammer against the wall.
3. **{Glowing}** The skin of warm-blooded creatures glows a fluorescent red inside this cave, making it impossible to hide.
4. **{Magnetic}** Patches of magnetic rock can cement weapons to the wall or lurch metal-clad warriors up to the ceiling.
5. **{Visions}** A bubbling demon's skull in its deepest chasm causes hallucinations of delving into the bowels of the Abyss.
6. **{Texture}** Every surface of the cave walls is ridged and soft to the touch, as if you were in the throat of some terrible beast.
7. **{Crystals}** A spell cast near these giant green crystals is instantly duplicated and effects all nearby creatures.
8. **{Silent}** Occult runes depicting shushing humanoids permit not even a whisper to be heard within these silent caverns.



9. **{Gravity}** Frustratingly sporadic with stretches of zero gravity, reversed gravity, and immensely powerful gravity.
10. **{Deadly Shadows}** Beware the shadows, for flesh not warmed by torchlight will rot off the bone within a few seconds.

11. **{Moss}** Anything that comes into contact with one of these large, cap-shaped mounds ricochets back at an alarming speed.
12. **{Brittle}** While it may appear solid, the floor is rarely made up of more than 1 or 2 inches of thin, collapsable slate rock.
13. **{Echo}** For whatever reason, whispers echo through this cavern like a thunder clap while shouts make little more than a peep.
14. **{Shunt}** The more creatures you stand beside, the higher your chances become of getting teleported to a random cavern.



15. **{Freezing}** Non-metal armor becomes unnaturally cold, threatening to freeze anyone who wears it completely solid.
16. **{Stalagmites}** Stand in one place too long, and stalagmites can rapidly grow up your legs to entomb you in crystal.
17. **{Laughing}** The lingering effects of a jester cult's sacrifices means once you start laughing, its impossible to stop.
18. **{Bubbles}** These massive, oily bubbles drift through tunnels trapping anything they pop against in boiling hot tar.
19. **{Webs}** Fossilized spider webs choke the cave's corridors and chambers making it all but impossible to move about quickly.
20. **{Blood Stone}** The porous stone absorbs every last drop of blood it touches to feed the demigod sleeping in its deepest chasm.



D20 RIVER TRINKETS

Scroll of Revelation #079

WHAT'S THAT IN THE RIVER?

1. **{Little Boat}** Made from twigs, sap, and an elven knight's ornate helmet. Carrying a dead pixie queen's body down the river.
2. **{Paddle}** Snapped in half, but a detailed map of the local river networks is carved across both of its blades.
3. **{Basket}** Woven from goat's fur and purple flowers. Looks to have once been holding a baby of an unusually large size.



4. **{Spear}** Its razor-sharp tip is etched to resemble a stork's bill, and several frog legs are affixed to it with fishing twine.
5. **{Watering Pot}** Carved from driftwood to resemble a weeping river nymph with water trickling out from between her fingers.
6. **{Gloves}** Webbed like a frog's hands but definitely not made from any frog you've seen. Give a reliable grip while in water.
7. **{Fishing Pole}** Only part of it that looks well-used is the handle which contains a hidden flask compartment.
8. **{Belt Buckle}** Carved from a three-eyed fish skull. The belt itself passes through the fish's gills and out its mouth.
9. **{Holy Symbol}** Resembles an unfamiliar god resembling an otter with the long ears of an archfey but the cloven hoofs of a fiend.
10. **{Jewel Mushroom}** Brilliant yellow with cracked, red spots on its cap. Burns ever so slightly when in contact with flesh.
11. **{Pack}** Full of rocks and sitting at the bottom of a slow-moving part of the river. A stolen gem is stitched inside one pocket.



12. **{Moss?}** The thing inside this jar looks like moss but is actually a disgusting, hairy river bug with large pincers.
13. **{Dice Bag}** 7 misshapen dice carved from alligator teeth with odd markings on them are inside this alligator hide pouch.
14. **{Hook Collection}** Handmade to resemble the barbed tails of various wyvern species known to stalk this river.
15. **{Halfling Hat}** This straw hat is covered in hooks and has a portrait of a smiling halfling family tucked away inside it.
16. **{Jar}** Was turned into a miniature travel aquarium by a cooky wizard. 3 feathered hornet crabs scuttle around inside it.
17. **{Skipping Stone}** Marked with a strange symbol, and you always seem to find this same stone even after skipping it.
18. **{Pearl Amulet}** A single pearl topped with a tiny, ornate crown hangs from a thin length of rusty chain.
19. **{Bagpipe}** Made from a giant toad's vocal sac and several dozen reeds. Its croak-like hums are surprisingly calming.
20. **{Cauldron}** An tiny black cauldron with an ugly toad face on it and a charred newt skeleton at the bottom of it.



D20 AWAKENED ANIMALS

Scroll of Revelation #080

DID THAT THING JUST TACK?

1. **{Boar}** Can easily sniff out potions of healing and magical mushrooms. Usually goes straight for the mushrooms.
2. **{Otter}** Enjoys collecting odd bobbles and trinkets from the bottom of the river and trading them with adventurers.



3. **{Sea Horse}** Dreams of being a noble mount for a water pixie knight and charging into battle against sea serpents.
4. **{Cat}** Is horribly scarred from years of alleyway cat fights. Enjoys sneaking into taverns to watch underground fights.
5. **{Elephant}** Never forgets a poacher's face and gets disturbingly gleeful while trampling or goring them with her tusks.
6. **{Spider}** Spins her webs outside the windows of great painters and replicates their works with her silk strands.
7. **{Wolf}** Was exiled from his pack by the young new alpha, but even on his own, he's just too stubborn to die.
8. **{Goat}** Her terrible sense of balance means she's usually first encountered while tumbling down the side of a mountain.
9. **{Crab}** Is collecting tiny scraps of metal and affixing them to his shell with barnacles to make his own suit of armor.
10. **{Giant Rat}** Managed to escape the clutches of a mad rat catcher who was trying to turn him into a cannibalistic rat-killer.
11. **{Hyena}** Witnessed too many atrocities at the hands of gnolls to have a sense of humor about anything anymore.

12. **{Camel}** Incredibly old and wrinkly. Hasn't realized her rider fell off the saddle several hours ago.
13. **{Shark}** His mouth is filled with fishing hooks, and his countless escapes have lead him to believe he simply can't be killed.
14. **{Fox}** A kleptomaniac with stolen goods buried all throughout the forest. Very paranoid that she's being hunted.



15. **{Porcupine}** Has been teaching himself how to read and write from an old spell book using hill quills as ink pens.
16. **{Gorilla}** Is obsessed with banging away on drums all day long, and will steal a drum or similar instrument any chance he gets.
17. **{Hound}** His sense of smell might not be as good as it used to, but he's confident he's hot on the trail of a kleptomaniac as.
18. **{Cobra}** Something about the way she says, "I promise I won't bite," makes her seem highly suspicious and untrustworthy.
19. **{Vulture}** Likes to tag along with adventures he thinks have a good chance of getting themselves killed.



- 20 **{Giant Crocodile}** The dozens of spears and arrows lodged in his back make it clear the locals don't want him around.

BRIDGE ENCOUNTERS

Scroll of Malevolence #041

THE PARTY FIGHTS...

1. **{Fishfolk}** A tribe of violent troutfolk spring an ambush with barbed nets to pull captured characters down into the water.
2. **{Crystal Dragon}** A young, feisty crystal dragon who claimed the bridge for herself because of the beautiful gems set into it.
3. **{Platypusbear}** Building its burrow under the bridge and is hyper territorial.
4. **{Rug of Smothering}** Spilled out of a crashed merchant's wagon beside the bridge and attacks whatever gets close.
5. **{Gnoll Pack}** Covered the bridge in oil to set on fire and are hiding in the nearby reeds waiting to spring their ambush.
6. **{Ghost}** Haunted by a princess who jumped from it to escape an arranged marriage.

THE PARTY MEETS...

1. **{Goblin}** Clumsy and trying to reach something shiny in an eagle's nest built on the underside of the bridge.
2. **{Missionary}** A young priest of travelers who's never been this far from home before.

3. **{Fisher}** An elderly half-orc is struggling to reel in what they believe is a huge fish. It's actually a sunken treasure chest.
4. **{Twins}** Two snobby princes arguing about whose barony has claim to the bridge. They're prepared to go to war over it.
5. **{Bard}** An oddly calm bard painting a scene of the river. She's added a bloated corpse in the water that isn't actually there.
6. **{Soldier}** Very young and living in a tent under the bridge. They fled the atrocities of a war they were drafted into.

THE PARTY DISCOVERS...

1. **{Vandalized}** The knightly statues lining the bridge have been defaced, their heads replaced with cruelly carved demons.
2. **{Battlefield}** Poorly made goblin battlements litter the bridge, and the stench of arcane fire lingers in the air.
3. **{Nooses}** 5 nooses hang beneath the bridge, 4 holding the corpses of bandits and the 5th swaying empty in the breeze.
4. **{Shrine}** Stacks of odd bobbles and trinkets left by travelers on both ends of the bridge for good luck.
5. **{Claimed}** An old shield with "Prprty uv Gordag" scratched into it. Gordag the troll is away hunting at the moment.
6. **{Missing}** The map says a bridge should be spanning the canyon, so where is it?



CITY STREET ENCOUNTERS

Scroll of Malevolence #042

THE PARTY FIGHTS...

1. **{Corpse Plant}** A carnivorous plant growing up from a bloated corpse in the sewers and out of a sewer grate.
2. **{Ghouls}** Brought into the city in a necromancer's wagon but escape when the horses get spooked and crash the wagon.
3. **{Gargoyles}** Have taken up residence atop a ruined temple to a forgotten god and are attacking drunks who wander by at night.
4. **{Knight}** An old and spiteful knight who "doesn't take kindly to troublesome adventurers" coming into their city.
5. **{Assassin}** Offers to buy the party a few rounds of drinks to get them nice and drunk before drawing their poisoned daggers.
6. **{Griffon}** Bucked its city guard rider and is now attacking anything that gets close out of primal instinct.

THE PARTY MEETS...

1. **{Author}** A famous novelist who's built their reputation by stealing tales told to them by lesser-known adventuring parties.
2. **{Cultist}** A young man with a scarred face

who managed to escape a cult but is being tracked down by a few of his "brothers".

3. **{Bounty Hunter}** A friendly tiefling with lots of missing teeth who's trying to track down an NPC the party loves and trusts.
4. **{Urchin}** Selling surprisingly ornate and beautiful trash dolls on the street corner for 1 copper piece each.
5. **{Princess}** The royal daughter as she tries to flee the city in a poorly made disguise.
6. **{Bard}** Locked up in the stocks for making fun of the king. Passes the time by making fun of anyone who walks by.

THE PARTY DISCOVERS...

1. **{Secret Door}** A strange green door shaped like a serpent's jaws at the back of an alleyway they've never noticed before.
2. **{Posters}** An increasing number of hastily thrown up posters and fliers announcing the upcoming "Festival of Falling Angels."
3. **{Victim}** A dead city guard who was stabbed in the back by their partner who fled the scene just a few moments ago.
4. **{Fey Garden}** An old and neglected fey garden whose statues hold forgotten lore about the city's magical past.
5. **{Thief's Cant}** A hidden message with the details for an underground tavern fight.
6. **{Chasm}** A seemingly bottomless crack in the street that formed over night.



FEYWILD ENCOUNTERS

Scroll of Malevolence #043

THE PARTY FIGHTS...

1. **{Mothmen}** A colony of halfling-sized mothmen descend from the trees to devour anyone carrying an open flame.
2. **{Spider Bards}** Their silk-strung instruments weave intricate webs of magical music to trap their prey in.
3. **{Pied Piper}** The shrill sound of their pipe means its feeding time for their rats, and they have a lot of rats to feed.
4. **{Grizzly Dragon}** More bear than dragon, it's eating as much as possible before it goes into a century-long hibernation.
5. **{Fey Hunter}** Crew bored of slaying wild beasts and instead hunts lost mortals who accidentally wander into the Feywild.
6. **{Satyr}** A short, loud-mouthed satyr whose friends want nothing to do with him because he always gets in drunken fights.

THE PARTY MEETS...

1. **{Devil}** Tricked into a bad deal with a fey prince that promised them the prince's soul but trapped them in the Feywild.
2. **{Hag}** Knows every winding path out of the

Feywild and will reveal them in exchange for the party's ability to feel joy.

3. **{Sprite Mercenaries}** Running through rigorous training drills in preparation for an upcoming battle.
4. **{Farmer's Wife}** A doting old grandma who's convinced herself she isn't lost in the Feywild but is just having a bad dream.
5. **{Caged Wolf}** A silver-tongued wolf stuck in a trap. Guilty of eating several babies.
6. **{Mushroom}** Can induce hallucinogenic passion trips during which time passes twice as fast on the material plane.

THE PARTY DISCOVERS...

1. **{Story Book}** Full of grim "fairy tales" involving people back on the Material Plane. Anything they read comes true.
2. **{Fountain of Youth}** Anyone who drinks this sparkling spring water randomly ages 1d10x10 years forward or backward.
3. **{Ruins}** A knightly order's keep they brought here to hide from their enemies.
4. **{Werewolf Graves}** A small graveyard filled with the bones of lycanthropes. Each grave is marked with the lycanthrope's skull.
5. **{Party}** The trashed city of a wild party with traces of exotic drugs strewn about.
6. **{Twilight Shrine}** A creature who prays at this unseelie shrine is doomed to watch the Feywild's perpetual sunset forever.



TAVERN ENCOUNTERS

Scroll of Malevolence #044

THE PARTY FIGHTS...

1. **{Taxidermy}** All of the mounted heads and taxidermied animals throughout the tavern suddenly spring to life and attack.
2. **{Dust Devil}** A violent dust devil blows in through the front doors, knocking off everyone's hats and flipping tables.
3. **{Loose Pet}** A thug's "friendly" pet drake breaks loose of its chain and attacks after its master passes out drunk.
4. **{Eldritch Horror}** A seemingly random tear in reality rips open and spills an ungodly monstrosity into the tavern.
5. **{The Cook}** The tavern cook is recognized as a wanted fugitive and has taken a hostage.
6. **{Vampire}** Has stopped at this tavern during their long voyage north to feed.

THE PARTY MEETS...

1. **{Mercenaries}** A trio of tiefling swords-for-hire called the "Six Pointed Star" blowing off steam between jobs.
2. **{Catfolk}** Drinking heavily to cope with the fact they recently lost their 8th life.

3. **{Tattoo Artist}** A twitchy half-orc who offers tattoos from their dingy wagon out back. They specialize in face tattoos.
4. **{Rivals}** Another table of adventurers who are being very secretive about whatever is on the map spread across their table.
5. **{Flirty Staff}** The handsome half-elf barkeep starts to flirt with an unexpected member of the party.
6. **{Gnoll}** Has a huge braided mohawk and sits in the corner laughing to themselves. Rumored to have eaten his own tribe.

THE PARTY DISCOVERS...

1. **{Front}** The tavern's elderly halfling owners are secretly using it as a front for their major drug operation.
2. **{Thieves' Cant}** A hidden message instructs anyone looking for "honest work" to knock 3 times on the cellar door.
3. **{Challenge}** Anyone who can lift the small iron stein in the middle of the room gets their name etched into it and a free drink.
4. **{Banned}** A list of previous patrons who aren't allowed back. An NPC the party knows and respects is on the list.
5. **{Cursed Stein}** A local myth that anyone who drinks from the cracked stein resting atop the fireplace dies that very night.
6. **{Portal}** The shadows beneath one of their beds bleeds into the Shadowfell.



CULTIST ENCOUNTERS

Scroll of Malevolence #045

THE PARTY FIGHTS...

1. **{Angry Mob}** Convinced by the local cult leader that the heroes are to blame for all the town's recent problems.
2. **{Cult Leader}** Knows a bloody fight in the streets will only make the adventurers look bad in the eyes of the public.
3. **{Assassin}** Hired by the cult to follow the party into the woods and kill them before they return and discover the cult's plans.
4. **{The Mayor}** Invites the party to dinner to celebrate their recent victory over the cult only to reveal she is a member of it.
5. **{Mutant}** A botched ritual has mutated one of the cultists into a mindless horror that is rampaging through the streets.
6. **{Demon}** The cult's patron blesses them with a demon to sic on the meddling heroes.

THE PARTY MEETS...

1. **{Foolish Farmer}** The farmer's youngest son who thinks he's joined a new priestly order, not a devil-worshipping cult.
2. **{Recruiter}** A well-dressed tiefling making his way through the inn attempting

to entice drunks to attend a cult meeting.

3. **{Cultologist}** A macabre studier of cult tactics and beliefs who is in town investigating rumors of a growing cult.
4. **{Friend}** One of the character's childhood friends who's willingly joined a cult.
5. **{Scouts}** 2 disguised cultists are wandering the market looking for easy victims to kidnap and sacrifice.
6. **{Corrupt Guard}** A town guard who drunkenly lets slip a phrase that only members of a local cult are known to say.

THE PARTY DISCOVERS...

1. **{Telescope}** Resting on a tripod pointing towards the party's tavern window from a cult member's bedroom across the street.
2. **{Intruders}** Evidence that someone was snooping through their room while the party was away shopping at the markets.
3. **{Pilgrimage}** Rumors that townsfolk dressed in green robes have been entering the forest in the middle of the night.
4. **{Fey Cult}** The cult's symbology is not tied to demons or devils, but instead seems to have its roots in the Feywild.
5. **{Vandalism}** Someone is breaking the wings off the church's angel statues and replacing them with severed bat wings.
6. **{Execution}** Citizens accused of forming a cult will be burned at the stake tomorrow.



MORALTONGUE DUNGEON

Scroll of Delving #008

In the suffocating halls hidden beneath her estate, Lady Moraltongue held and tortured anyone she suspected of having information that could help advance her political career.



1



4



5



2



3

1. SECRET STAIRS

- + **{Broken Finger Lever}** The dungeon's door reveals itself after the ring finger of a nearby statue is cranked backwards which acts as a secret lever.
- + **{Trapped}** A steel-jaw trap is concealed under a false step. Its custom design makes failed attempts to escape agonizing.

2. HOLDING CELLS

- + **{Cells}** Lady Moraltongue would keep her prisoners in these 6 small cages set into the walls. Rust has destroyed 4 of locks.
- + **{Etchings}** Prisoners have scratched, "I don't know anything," and similar phrases into the stone. One reads, "The lucky ones go right. The unfortunate ones left," in reference to the secret door to area 5.
- + **{Skeletons}** Several prisoners never escaped these cells, and their skeletons attack intruders with rusty shivs.

3. INTERROGATION HALL

- + **{Disarming}** Lady Moraltongue brought prisoners into this lavishly furnished

room to offer them a drink and a chance to willingly share what they knew.

- + **{Chairs}** The room's 2 largest chairs are animated and used their metal armrests to restrain uncooperative prisoners.

4. TORTURE LABORATORY

- + **{Cruel Tools}** Stubborn or ignorant prisoners were brought here and tortured until they shared something of value.
- + **{Haunted}** The ghost of a nobleman's tailor who was tortured for weeks on end just to try and learn what type of wine the nobleman preferred lingers in this room.

5. CONFESSIONAL CREMATORIUM

- + **{Secret Door}** Prisoners knew passing through this false wall meant they were close to being put out of their misery.
- + **{Crematorium}** Once Lady Moraltongue got everything she could out of a prisoner, they were brought here and burned alive.
- + **{Urns}** Lady Moraltongue kept the ashes of each of her victims in named urns as sick trophies. The shelves of this chamber are filled with several dozen of these urns.