

The Library of Biblius



Fight against the drow, arcane zombies, and a slew of antediluvian horrors for the physical history of the multiverse

THE LIBRARY OF BIBLIUS

LONG BEFORE THE RISE OF WATERDEEP...

Biblius, the Scholar-King, ruled the sword coast with an open hand full of knowledge and love, but even the purest of men can fall prey to an unhealthy obsession. Explore Biblius' forgotten library and discover if his history of the multiverse is more than just a tragic myth, but beware... You won't be the only group in search of antediluvian riches.

SIX TO TEN HOURS OF ADVENTURE FOR 8TH LEVEL CHARACTERS

BY MATTHEW BUTLER



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, RAVENLOFT, THE DRAGON AMPERSAND, AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT [2017] BY MATTHEW BUTLER AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR THE DUNGEON MASTERS GUILD.

TABLE OF CONTENTS

Introduction	4
Running the Adventure	4
Overview	4
Background	5
Adventure Hook	7
Area 1: The Hopeless Drider	8
Area 2: Observing the Realms	10
Area 3: Northern Reading Rooms	13
Area 4: Southern Reading Rooms	17
Area 5: Hearth of Memories	19
Area 6: The Lower Level	21
Appendix 1: Monsters	25
Appendix 2: NPCs	33
Appendix 3: Items	41
Appendix 4: Spells	47
Appendix 5: Maps	50

CREDITS

AUTHOR:

Matthew Butler

CREATIVE CONTRIBUTORS:

Madison Fontenot-Rice

MAPS:

Created by Matthew Butler with help from the Dundjinni forums

PLAYTESTERS:

Madison Fontenot-Rice

Robert Landrum

Will Bourgeois

Charlie Christian

Casey Miller

ACKNOWLEDGEMENTS:

Thank you to my beautiful fiancée, Madison, for keeping me sane during the development process. You are the reason this turned out as well as it did.

OTHER WORKS:

Curse of the Gumdrops:

<https://www.dmsguild.com/product/234324>

Hag's Hexes:

<https://www.dmsguild.com/product/242869>

Lady Sepa and the Soul Weeper:

<https://www.dmsguild.com/product/224744>

Seasonal Surprises:

<https://www.dmsguild.com/product/255131>

Storm King's Barrows:

<https://www.dmsguild.com/product/247362>

SOCIAL MEDIA:

Twitter: @mattsconfused

INTRODUCTION

This book is written for the Dungeon Master. Contained within is a complete Dungeons & Dragons adventure with descriptions for every magical item and monster contained within. For all other descriptions and rules information consult the core rulebooks from Dungeons and Dragons (The Player's Handbook, The Dungeon Master's Guide, and The Monster Manual).

This adventure can be dropped into any existing campaign but is written for the Forgotten Realms setting.

RUNNING THE ADVENTURE

The Library of Biblius is an adventure for three to six characters of 8th level. The library is a treacherous place, so it is highly recommended that the party contain at least one tank and one healer. Though treacherous, it is also a place with a long history. A bard would delight in the new stories contained within the weathered tomes and could prove an asset in deciphering some of the riddles. A wizard or sorcerer is also highly recommended as they will have an easier time navigating the magical puzzles and traps than most.

The "Overview" section goes over how the adventure is expected to play out and gives you a sense of the plot.

The "Background" section details everything you need to know about the library from its humble beginnings to its inevitable destruction.

The "Adventure Hook" section contains a small encounter that can be used to get the players to the library. This section doesn't have to be utilized if you are using this adventure as part of a larger campaign.

The six "Area" sections contain maps and story descriptions you'll need to run the players through the adventure.

The five "Appendix" sections at the end of this book provide detailed descriptions and rules information for the new elements encountered in this adventure.

Throughout the adventure you will encounter small boxes of text like this one. These are meant to be read to the players and contain descriptions or excerpts pertinent to the situation. Look to the surrounding text for instructions on when to recite these.

An Adventurer's Heart

1 gal. Awesomesauce "You will also encounter tables like these throughout the adventure. They describe the contents of a chest, bag, etc. The text in quotes is meant to be read to the players upon discovery. Consult Appendix 3: Items for a more detailed description."

OVERVIEW

This adventure is divided into six areas, each with their own encounters.

Play begins in Area 1, a dank cavern under an obscure lake a day's march north of Waterdeep. A group of drow warriors, headed by Istralan, the drider, have discovered the entrance of the library. They were hot on the trail of a dwarf named Garth, but he managed to get to the library first and lock them out with a magical riddle. After they get inside, the party will encounter the enigmatic Throne of Book and traverse the spiral staircases that lead to the second area.

The second area is by far the largest in size and the most glorious to behold. The once magnificent two-story stacks that line the walls have rotted considerably and, though magnificent, it is a shadow of its former self. When the players arrive, they can explore the encounters in whatever order they choose. They'll discover the sad fate of Garth and the broken Realm Observatory. Once they defeat the shield guardian and obtain his key, they'll have a choice to make. One door leads to Area 3 while the other leads to Area 4.

The third area is a collection of reading rooms at the northern end of the library. This area is largely skippable in regards to the story, but contains several interesting encounters filled to the brim with new monsters and items. Every room tells a different story.

The fourth area is a mirror of the third on the southern side of the library, but contains one very important book. Biblius' Journal details the founding of the library and is ended with a riddle. This riddle clues the party into the contents of the Realm Observatory and how to enter the lower levels of the library.

The fifth area is part library and part lounge. An insane arcane naga by the name of Byren has taken up residence in this section after the collapse of the library. He led the initial assault on the library, but was transformed and driven insane by the magical explosion that created the History. Now he spends his time shining the gear he stole from the Realm Observatory. Once the players have the gear and replace it, they can read the Darshi journal and open the way into the lower level.

The sixth area contains the vault, Biblius' inner chambers, and the History chamber. This whole area is a puzzle in two parts. The first part leads to the vault, while the second leads to the inner sanctum and the entrance to the final encounter. The vault contains several interesting gifts Biblius has received over the years. The inner sanctum used to be Biblius' bedroom and contains the second journal of Biblius. This book details his fall into madness, ending with a crazy entry written in all caps. Once the players find the entrance under his owlbear skin rug, they can proceed to the final encounter.

This is where Biblius succumbed to his obsession and sank the library, killing the people who loved and worshipped him. Prowling along the ceiling is his dead body reanimated by the power of the engine. It will stop at nothing to rip the party to shreds. Once they have defeated him they will have a final decision to make. Should they try to take the history, destroy it, or set up shop in the ruin of the library? Each option is detailed at the end of this section.

BACKGROUND

Bards and wizards know the basics of this story, but not the aftermath.

PART 1: THE GOOD TIMES

Long, long ago there was a small city lost in the wilds of Faerun called Book. Book was a small and insular place filled with a people who called themselves the Bibs. They were a scrawny race, closely resembling elves in stature and build, but with exceedingly long limbs. Their large oval heads contained huge and luminous eyes, allowing them to read and write in the dark. In the beginning, they were perfectly content to use their natural magical abilities to create a paradise of luxury and debauchery for themselves.

Then Biblius was born.

His instructors knew he was special from the beginning. He excelled at everything he tried. History, industry, art, but especially magic. Magic was the key to everything. It somehow had the power to hold the dimensions together even when they tried to rip themselves apart. This fascinated Biblius. He had to understand. Soon he left behind the palaces of gluttony in favor of dusty archives and hidden dungeons.

He travelled for years. When he finally returned to Book, he had fully explored his magical talents and learned more about the world than he ever thought possible, but he wanted more. He strode into the mayor's pleasure dome and demanded change. He told him that the greatest wizard in Faerun was here to guide his people to a brighter future, one filled with arcane understanding the likes of which the world has never seen before. The mayor was moved by his display and intrigued by the possibilities. The townspeople of Book gathered the next day and, after a quick vote, the city decided to create a new attraction. The world's first library.

The Library of Biblius took almost ten years to build, but when it was finally completed it was a sight to behold. A gilded stone staircase summited the three-story height to the entrance and reminded people of the power of magic. The doors operated on a strict timer. From dawn until dusk the library remained open and free to use, provided the books didn't leave when the patrons did. Biblius used his shining achievement as a school and instructed his people in the arcane mysteries he had discovered.

Soon the might of the bibs was undeniable. In a few generations they had left their pleasure palaces behind in favor of reading rooms and laboratories. Book was quickly gaining a reputation in the wider world and, though his people had grown strong, Biblius had seen what lurked in the dark corners of that world.

Fearing for the safety of his people, Biblius created a great moat of magical water to surround the city. The water always appeared murky and chilled anyone trying to cross it enough to freeze them solid. The mayor was humbled by his teacher's might and named him the Scholar-King of Book with the full support of his people.

Biblius took his responsibilities seriously and began to search in earnest for a way to protect his people from anything that may befall them. He chose seven of his greatest students and tasked them with seeking out all the knowledge the world had to offer. He spent the next two centuries learning, growing ever stronger and god-like in the eyes of his people.

Centuries passed and Biblius became aware of the other realms of the multiverse. He constructed a dazzling wheel of the cosmos he called the Realm Observatory. It displayed the known planes of reality and was always being expanded with new material. The library was truly wonderful. It had allowed Biblius to not only strengthen his people, but himself as well. He had grown powerful and basically immortal through his studies. His library was the largest in the world and would continue to grow for as long as he was alive.

But Biblius wanted more.

He began to dream of a single repository of knowledge. A magical relic that could access any memory across time and space and act as a living history of the multiverse. The dream consumed him, and he started to spend more and more time in his private laboratory deep beneath the library. Soon his people began to worry their king had become afflicted by some unknown disease and began to search far and wide for a cure to his madness.

PART 2: THE BAD TIMES

It was at this time that Byren, the king of the spirit naga, became aware of the library and its powerful king. He possessed a special elixir that was said to cure any illness. When an unsuspecting bib showed up to obtain it, Byren tortured the poor soul until he revealed the location of the library. Byren vowed to take the library for himself and remove any puny bibs that got in his way.

Back in Book, Biblius continued his attempts to create the magic relic that haunted his dreams. His people were beside themselves with worry, terrified of the strange noises and effects that began to surround the library. Soon the bibs began to avoid their cherished center of learning and slip back into their hedonistic ways. The guards surrounding the moat began to grow lazy and stopped showing up for duty, leaving Book unprotected.

When Byren finally arrived, he found it all too easy to bypass their defenses. The library sat in the center of Book like a tarnished diamond, easily visible from all parts of the city. As soon as Byren passed through the doors, the library reacted and alarms rang out through the stacks. Though mostly unoccupied, the few patrons that were there cried out in terror.

Biblius lurched up out of sleep and realized his work was in danger. The madness had fully consumed him at this point and his mind was a shadow of its former self. Gone were the days when he put his people first and, without thinking of the consequences, he used his might to sink his library beneath the earth. As the library ripped its way through the soil, it

pulled the whole of Book with it. The bibs cried out for their king to save them, but their voices were silenced forever by the waters that once protected them. Soon the only thing that remained of the once prosperous city was a chilly lake of lost souls.

Biblius didn't mourn the loss of his people and instead looked to his work. Finally, the solution hit him like a crack of thunder. The relic wasn't something he could create, it was something he would have to become. He descended the stairs to his laboratory for the final time and started the ritual without a second thought.

The patrons who survived their journey to the center of Faerun looked fearfully at the unconscious form of Byren before them and wondered what to do. Why had Biblius done this? What was going to happen to them now? As Biblius completed his ritual from far underneath them, the questions soon became meaningless.

Biblius left his mortal form to die and became a being of true knowledge. He was filled with every memory from the beginning of time and quickly lost himself in the cacophony of voices. If he had been smarter or a bit wiser, he may have transformed into a god. Instead, he became a glowing crystal of pure arcane energy. Above him his patrons writhed in agony as the magical forces ripped them apart and reshaped them into horrific abominations.

In the end, Biblius and his people were destroyed by his obsession for knowledge and power.

PART 3: THE AFTERMATH

However, this isn't the end of the story.

In the weeks that followed, the library became a magically radioactive place. The ritual that created the History involved a number of unique substances found nowhere else in the world. The largest of which, an ore known to the duergar as blightore, was needed for a catalyst, but had an unexpected effect. The ore absorbed so much magic that it became a self-sustaining engine of magical radiation.

Every few minutes after the ritual was completed, the blightore would absorb enough magic from the History to overload its structure. When this occurred, the ore would spark violently with arcane energy and send out a pulse of magical radiation that permeated the library. This radiation filled the corpses that littered the library's upper levels and reformed them into horrible arcane monstrosities. Vampiric skulls, giant intestines, the list goes on.

Even Biblius' corpse eventually rose due to the fallout. His bones were warped and reattached until he resembled a spider with four legs. Trapped in the confines of his former laboratory, he had nothing to do except crawl the walls and wait.

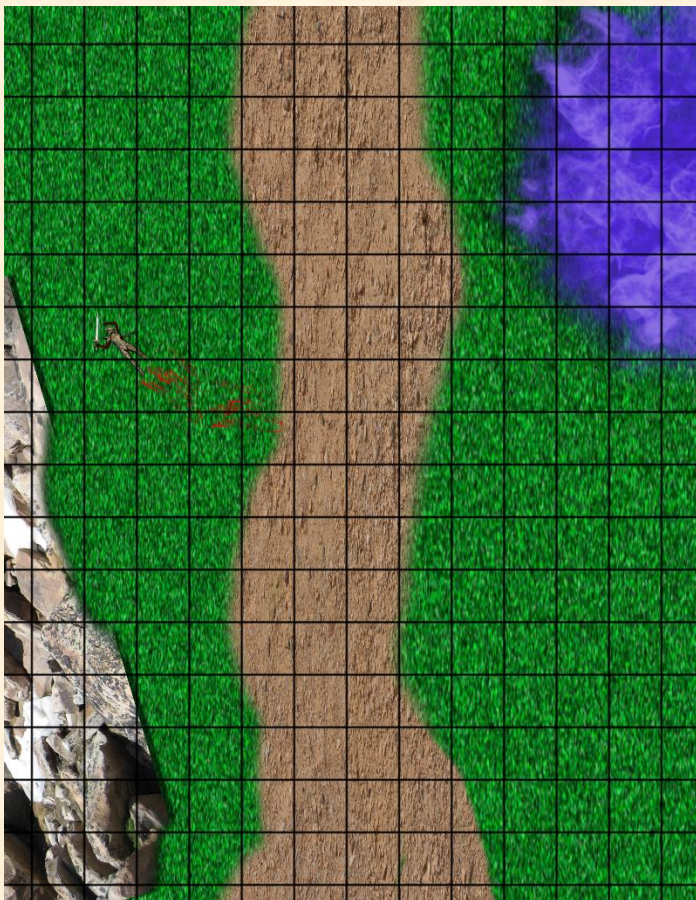
Thousands of years passed and the library became little more than a tragic myth. Cities grew and fell while the library slumbered. Eventually, a young dwarf named Garth found the

entrance quite by accident. He was a bit of a magical inventor himself and was being pursued by the drow because of one of his newest inventions. Garth carried with him a crystal he had aligned to glow purple in the presence of arcane energy. This crystal led him right to the front door of the library. Unfortunately, it also led the drow following him there as well.

Garth arrived there only a day before the drow, but was able to seal the library's doors with a riddle just in time. Istralan, the drider who pursued him, was unable to decipher it and collapsed part of the cavern in her fury. Luckily, the cavern held a pocket of air under the former moat which created a small breach.

Istralan tasked her three fastest warriors with swimming through the frigid waters above and braving the surface in search of another entrance to the underdark. She gave each of them a note for her matriarch, the Lady Shadow, explaining what she had found and asking for reinforcements. One died in the frigid waters, but two made it to the surface alive.

This is where the party enters the picture.



Map A: Ground Level (1 square = 5'x5') N^

ADVENTURE HOOK

If you are playing this adventure as part of a larger campaign, or using another adventure hook, skip this part and jump straight to Area 1.

Play begins on the road out of Waterdeep. After a day's travel north, the party has come upon a small, deep lake on the edge of the road. Read the text below when you are ready to get started.

After leaving the familiar sights and sounds of Waterdeep in search of new adventure in the countryside, you have seen a whole lot of nothing. It's been about a day since you set out. Those of you that have travelled this wide and well-worn road note the conspicuous absence of traffic. You have yet to see another soul besides those in your party and you are beginning to get a bit worried. As you crest a small hill, you catch sight of a small glistening pool of murky water on your right. When you draw closer, you notice a trail of blood leading off from your left and ending in a fallen form. The form appears to be the mangled remains of a drow warrior. You're not sure what a drow warrior would be doing above ground, but he seems to have a small scroll tube clutched in his mostly intact left hand.

The **drow warrior** was one of the three scouts sent by Istralán (See Background for details) and met his end at the hands of the **book golem**, a new monster described in Appendix 2. The book golem escaped from the library when Garth opened the doors. It swam up through the lake and has

been hiding in the surrounding countryside for the past day or so.

When the party arrives, the book golem is hiding just below the surface of the water. Book golems are notoriously indolent and don't attack until they feel there is no other option. When they do attack, they are ruthless and try to end the attack as soon as possible so they can return to doing nothing.

The drow warrior is carrying a small scroll tube containing Istralán's letter to the Lady Shadow. When the player's attempt to read it have them roll a **DC 8 Intelligence check**. The parchment the letter is written on, called shimmer paper, luminesces in direct sunlight, obscuring the writing from the prying eyes of surface dwellers. If the character succeeds on her check, she is able to identify it and find a nice shadowy place to read it. The letter is written in undercommon though, so she will still need to speak it to understand the letter. If she does, read the following text.

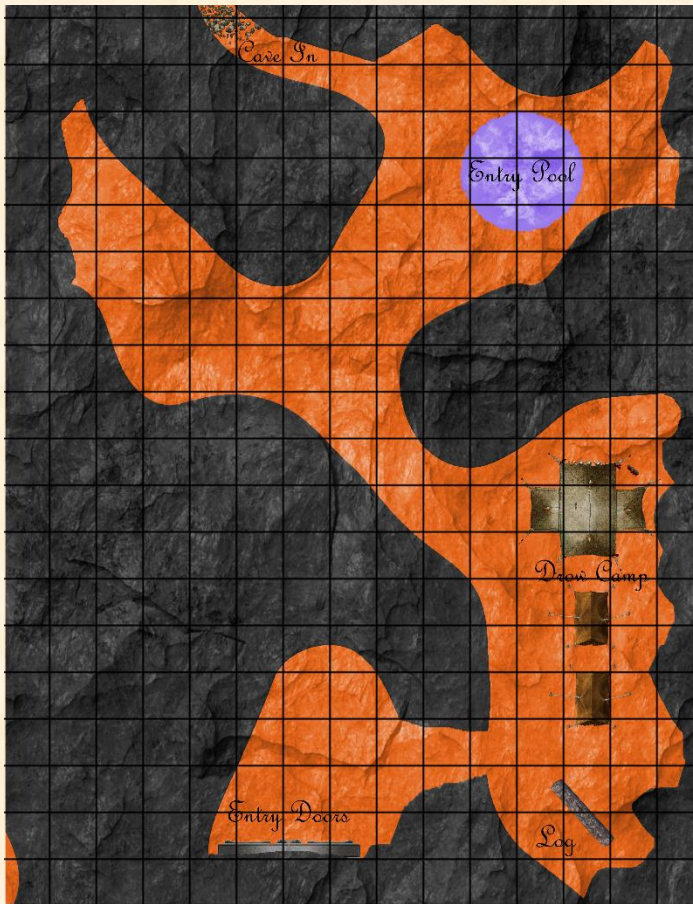
*My lady of Shadow,
That fool dwarf, Garth, has eluded me once again. I ask not for your forgiveness, I don't deserve it, but for your aid in a much grander endeavor. I have made a discovery in the tunnels north of Waterdeep that will make you the strongest power in Faerun. I have found the lost library of Biblius.
It is no longer a mere fairytale, but a massive construction of stone and magic that lies beneath a small lake just north of Waterdeep. Somewhere inside this dark crypt lies the living history of the multiverse. I'm sure I don't need to tell you of the possibilities. Power, wealth, knowledge, all lies before your servant if she can but open the doors. Garth may be many things, cowardly, deceitful, but he is also clever. He found a way to decipher the magical riddle which bars the doors and entered the library a day ago. Time is of the essence now if we are to prove victorious. I believe I can force the doors, but I need more drow. Send me a troop of your strongest warriors and we will crack these doors like a monstrous spider egg. I await your response, my lady.
Your servant,
Istralán*

Read the players the first two parts of the Background section when they begin to ask about the library. This story is a widely known folk tale in the north of Faerun and any bard or wizard will know it well.

The drow's body is still damp from his trip through the lake so it will be fairly easy to deduce where he came from. Any player attempting to enter the water will upset the book golem and provoke an attack of opportunity. After the book golem is dealt with, the party can proceed through the lake to the cave below. Award the party 5,000 experience points to be divided equally among them for surviving the book golem.

The swim down is going to take 2 standard actions as the lake is 60 ft. deep. Have the characters make two **DC 12 Strength (Athletics) checks**, one when they dive in and one when they reach the halfway point. The lake is very cold, dealing 1d6+2 cold damage per round spent inside, and makes it difficult to hold one's breath. Should a character fail his second swim check, have them roll a **DC 12 Constitution saving throw**. On a failure, the character takes an additional 1d6 cold damage and begins to drown.

Once the characters make it to the bottom, they see a 5' wide tunnel that curves down and then up into a cave. When they pull themselves out of the water and onto the stone floor, proceed to Area 1.



Map B: 60' Underground (1 square = 5'x5') S^

AREA 1: THE HOPELESS DRIDER

This area contains the entrance to the library as well as the campsite of Istralán and her drow scouts. They have been trying for the last 24 hours to break into the library, but they don't possess the sheer strength and power of, say, an adventuring party of 8th level.

ENCOUNTER 1: ISTRALAN'S CAMP

Read the boxed text below once the whole party has made it out of the water. Should they make a spectacle of their entrance, the **drow** become aware of their presence and gain a surprise attack round.

You crawl out of the frigid pool and onto the cool stone floor of a cave. It is dark, but there appears to be a dim light source up ahead and to the left. The smell of smoke and roasted meat reaches your nose moments later and you hear your stomach grumble audibly. The cavern is filled with the sound of hammering and exasperated grunts coming from the same place as the dim light. Someone up ahead is definitely doing something, but you're not sure what.

Let the party explore the cave at their own pace, but make a roll every few minutes to see if the drow become aware of their presence. Though occupied, drow ears are keen enough to pick up any excessive noise. The caved in tunnel to the south shows signs of being carved by dwarven tools, something instantly apparent to anyone with dwarven ancestry, but is covered with thick webbing.

The drow camp lies down the left tunnel to the north. The two smaller tents have nothing more than roasted fish and four angry **drow elite warriors** between them. The large tent offers a better prize, hidden inside a tangle of webbing is a steel chest containing the following items.

Istralán's Steel Chest / Locked DC 12

Amethyst	"You see a small, thumb sized, amethyst. It is carved to resemble an unblinking eye. It is polished well enough to see that it once fit into a setting of some kind, most likely a ring or necklace."
Bottle of Spiderwine	"This hearty brew smells awful and tastes worse, but is a favorite among the drow."
Leather Pouch	"This dark leather pouch contains 54 gold pieces and 13 silver pieces. When opened it smells faintly of blood."
Glass Vial	"Filled to the brim with a deep blue liquid, this clear glass vial smells like blueberries when uncorked."

Istralán herself is a **drider**. If she doesn't hear the party first, she can be found hurling stones at the huge double doors to the south. She has been trying a myriad of methods, the fall-out of which you can see littering the floor around her, but nothing seems to have worked so far.

After Istralán and her band of drow have been dealt with, the party can attempt to tackle the riddle. Award the party 9,500 experience points to be divided equally among them.

ENCOUNTER 2: GARTH'S RIDDLE

When the party approaches the entrance to the library, read the text below.

You see an impressive set of stone double doors, easily 15' wide and 12' tall. The stone is exquisitely carved, showing fine detail even after all this time. Each door is shaped like a closed eye with a large stone nose protruding 2' from the wall between them. There appears to be no handle, but while inspecting the door you notice a small metal disc set into the stone floor. You stand on it and hear a groan come from the door, almost as if it was trying to open, but the door remains closed.

Half a second later a 2" glowing dwarf appears floating a foot in front of your face. He is made of translucent blue light, but you can make out a long-braided beard that touches his feet in the silhouette. He scowls at you and shakes a finger in front of your face then says the following.

Ah ah ah, thou must answer my riddle first!

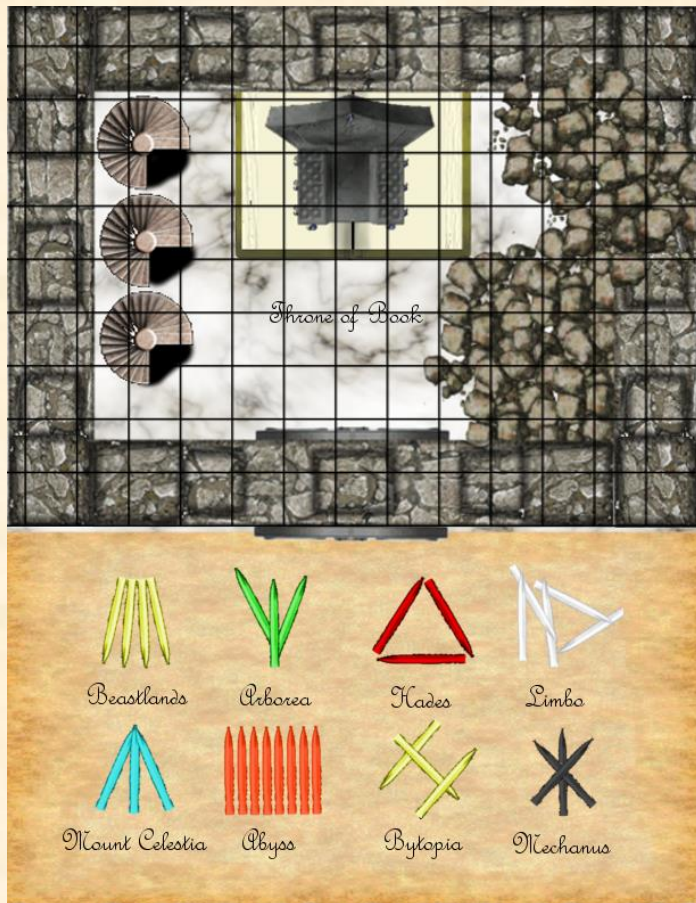
My shell can be hard or soft, but thee should never judge me by it.

What am I?

The answer to the riddle is a book or scroll. If the party has a hard time solving it, you can let them know about the banded tree trunk lying next to the doors. Istralán wasn't capable of hefting it herself, but the party should have no problem. Have

them make a **DC 30 (combined) Strength check**. If successful, this shatters the stone of the door and allows them entry.

The lobby is incredible to behold. Now that the library is occupied again, the enchantments that power the lights and effects begin to activate. Note that the door stays open until someone closes it. Read the text below when the players have made it inside.



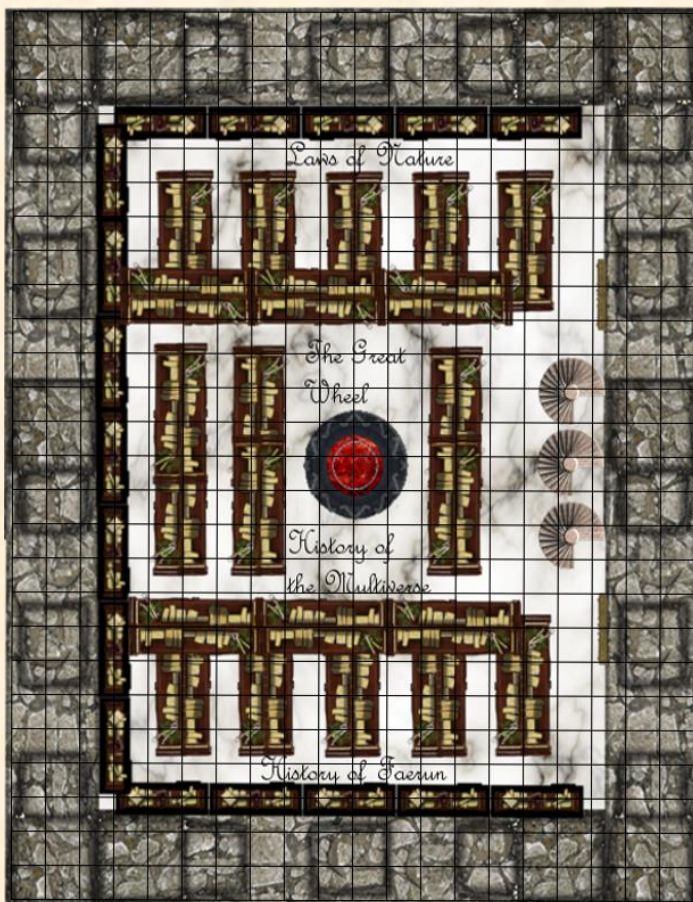
Map C: 60' Underground (1 square = 5'x5') N^

The walls of this stone entry hall begin to glow with shades of blue and green as you enter. Looking around, you realize the walls have several two' thick veins of emerald and quartz running through them that are slowly building in brightness. The floors are a flawless marble, except where they've been shattered by the cave in to the right. Luckily the magnificent throne in the center of the hall was unharmed. It is sculpted to resemble an open book in every detail. It is so meticulously crafted that if the pages weren't clearly made of stone you're sure you could flip them. The pages the book is open to are largely blank, but as the veins reach maximum brightness and level off, 8 symbols rise from the stone of the pages and begin to glow a soft purple. Three spiral staircases line the left wall and lead down into the library below. A small inscription is written in common over the middle staircase that reads, "Don't use this one!". The longer you stand in this hall the more jittery you feel, almost as if you ate way too much sugar.

The Throne of Book is a very important part of the puzzle, but one that can't be solved until much later in the adventure. If a character attempts to touch it without the Darshi Journal in their possession, they take 2d10+4 electricity damage.

This damage doubles with every subsequent attempt made without the journal.

The three staircases lead down 50' to Area 2. Garth almost met his end at the hand of the middle staircase, but managed to jump off at the last second. The next person to try will not be so lucky. Any character that attempts to use that staircase gets about 5' down before the rusted iron railing gives way and they fall the other 45' to the ground. Have them take 2d6 damage from the fall.



Map D: 90' Underground (1 square = 5'x5') N^

AREA 2: OBSERVING THE REALMS

This area contains four encounters and two optional book encounters. After descending the staircases, or falling in the case of the center one, the party finds themselves in a massive library filled with stacks upon stacks of books. Most of the books are written in an archaic form of draconic, but a few are written in a very old version of common. This part of the library is divided into three general sections, one of which is guarded by an **arcane guardian**. Read the text below when the characters reach the bottom of the staircases.

This section of the library is incredibly large, easily 100' across or more and that's just what you can see. Your eyes are immediately drawn to the large sparking wheel in the center of the room. It rotates on an angle and lets out a shuddering groan every few seconds or so. Taking in the rest of the room, you get the sense that this must have been a wondrous place at one time. The remnants of colorful banners and glossy oak tables litter the floor amid rotted pages of vellum and parchment. Two large shelves, whose top shelves connect to the ceiling, separate a section to the north and a section to the south. Two ancient and rusted suits of armor seem to stand watch over the sections though they are covered in thick layers of dust. The majority of the books seem to have rotted away, but a few remain here and there, especially on the top shelves. Above

each section is a hanging sign in draconic. The wall behind you is covered in small shrouded lanterns that hide small glowing crystals. On either side of the staircases is an ornate steel door carved to resemble the cover of a book. The doors are identical except for the apparent title of each cover which is also written in the draconic.

The characters can go where they please from here, but they will probably head toward the sparking wheel first. The hanging signs from north to south read; Laws of Nature, History of the Multiverse, and History of Faerun. The titles on the steel doors tell the players what lies behind them. The first is titled Northern Reading Rooms, while the second is titled Southern Reading Rooms. The one surviving arcane guardian appears as a suit of armor until a character comes within 5' of it. He is situated in the square leading into the Laws of Nature section of Map D and has the key to the steel doors in his possession.

There are two books of note in this portion of the library; The Grim Dark and The Hungry Tome. They create encounters when discovered and have fun implications on the ending, but aren't necessary to the plot at all. If you're crunched for time, feel free to leave these encounters out entirely. If you feel like adding them, the books are listed after encounter 5 on page 10.

ENCOUNTER 3: THE GREAT WHEEL

The spinning wheel in the center of the room was once the library's prized possession, now it is a dangerous shadow of its former self. Read the text below when the party approaches the sparking relic.

You see a platinum wheel roughly 5' in diameter turning at an awkward angle. It seems to be connected to a motor of some sort with a series of gears, but one seems to be conspicuously missing. Set at regular intervals along the outside edge of the wheel are small 6" glyphs sculpted from onyx. You notice eight of the symbols as the same ones you saw on the throne above you, but there are eight more you don't recognize as well. Four 8" symbols circle a 2' wide central dome. Each of the four symbols is carved from a different gem and represents one of the four elements. Fire is ruby, water is sapphire, earth is jade, and air is quartz. The dome is opaque, but seems to be made of some type of steel. On the base is a small inscription in common that reads "This wheel represents the height of our understanding. Inside is the book that guided my life like a faulty arrow, let it remain forever as an example that even a scholar king always has more to learn."

Right next to that inscription is a small message clawed into the base that reads, "THE SHINY IS MINE!!!"

The wheel itself laid dormant until the library was activated again by Garth in his initial entry. Since then it has sparked with wayward enchantment. Any character attempting to get within 5' of it gets struck by an orange bolt of arcane energy and must roll 1d6. Use the roll table below to choose which enchantment they are subjected to or just pick one you like the most.

Magical effects of the Realm Observatory

1: Lightning 8d6 electricity damage

2: Shrink	Character shrinks down to small size (3' tall), +4 Dex, -4 Str, and -4 Con, lasts for 5 minutes.
3: Double gravity	Character doubles in mass, disadvantage to all actions involving strength or dex (including attacks), lasts 5 minutes.
4: Enlarge	Character swells up to large size (14' tall), +4 Str, +4 Con, -4 Dex, lasts for 10 minutes.
5: Levitation	Character rises 20' off the ground, floats there, and can only move by pushing or pulling on a fixed object, lasts 5 minutes.
6: Mind Blank	Character is immune to psychic damage, any effect that would sense emotions or read thoughts, divination spells, and the charmed condition. This spell even foils wish spells or monster attacks of similar power that affect the target's mind or try to gain information from it. Lasts 1 hour.

The wheel can be righted and the center dome opened, but it requires the missing gear. The gear was stolen several years ago by Byren, who is by now quite insane, and it still resides with him in the eastern stacks of the library. The characters will have to come back later to recover the Darshi Journal.

ENCOUNTER 4: HISTORY OF FAERUN

The southern section is mostly intact, but the surviving books are simply blank pages bound in rotted leather. Lurking down one of the aisles is a fearsome monster ripped apart and reshaped into something worse. The ego ingestor used to be a somewhat tame mindflayer who would regularly assume the disguise of a Bib and gorge himself on the knowledge in the library. When the History was created, he was infused with the errant arcane radiation and became an even worse horror.

The **ego ingestor**, a new monster detailed in Appendix 1, can absorb information with a single touch, leaving a blank canvas behind. Book, painting, dwarf, it makes no difference. Nothing remains. If this wasn't bad enough, the creature's body can assume any shape, color, or texture like a mimic. When the players arrive in this area they will see a truly terrifying sight, read the text below when they turn down the last aisle.

As you turn down the last aisle, you see a very unexpected sight. A blue haired dwarf sits alone in an ornate oak chair next to a pack of spelunking equipment and stares blankly ahead. You take in his floor length braided beard and realize that this must be Garth, the dwarf the drow were after. You wave your hand in front of his face and try to speak to him, but he just stares ahead and drools slightly. You get the feeling something is very wrong here.

When Garth reached this section, the ego ingestor appeared to be a book and Garth couldn't resist the urge to read it. Once his fingers brushed the spine, his mind was lost. The ego ingestor absorbed his diary and then decided to wait. It realized that either the drow or Garth's friends would show up looking for him and both would prove a delicious meal.

Any character that attempts to touch Garth or remove him from the chair provokes an attack of opportunity from the ego ingestor. Those characters that were lucky enough to

have Mind Blank cast on them by the wheel are immune to the ego ingestor's powers for the duration of the spell.

When the party proves victorious, award them 3,900 experience points to be divided among them equally. Should Garth survive this encounter, his memories become restored when the ego ingestor dies. If he didn't make it, his journal can provide the players with all his notes and discoveries about the library. Check out Appendix 2 for info on Garth and his journal.

ENCOUNTER 5: THE FAITHFUL GUARDIAN

When a character walks within 5' of the arcane guardian, it activates. Read the following text to begin the encounter.

As you lean closer to get a better look at the old suit of steel armor, it blazes to life with an orange burst of light. The armor floats, weightless for a moment, before settling into a humanoid form. With another burst of orange light, a being of pure arcane energy appears inside the steel armor and grasps the broadsword lying nearby. It focuses its blazing red eyes on you and surges forward.

The arcane guardian is a new monster detailed in Appendix 1. It will try to fight the strongest character it can see one on one, but if more than three characters attack it in one round it will send out a wave of bright orange arcane energy to repel them. When the party proves victorious, award them 5,000 experience points to be divided equally among the party.

The rest of this section is by far the most decayed in the whole library. It is little more than moldy planks above a 30' hole at this point and any weight in excess of 150' lbs on a single beam collapses the whole section. Any characters caught unaware must succeed on a **DC 15 Dexterity saving throw** or take 2d6 falling damage as they are pulled into the splintery mess. Any character who was caught in the collapse must succeed on a **DC 15 Strength (Athletics) check** to climb out, if they fail they will take the 2d6 falling damage again until successful.

BOOK 1: THE GRIM DARK

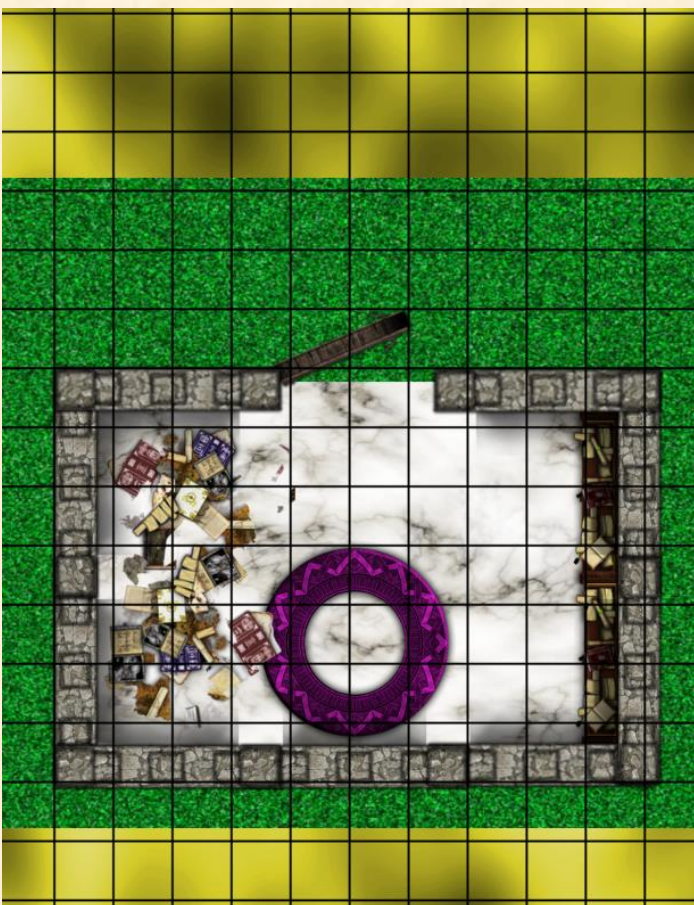
This book is a prison in disguise. Long ago, a creature arose from the depths of Hades to terrify the outer realms. Known as the Grim Dark, it flowed through the planes like a plague, destroying good and uniting evil under one horrific banner. The gods raised their angel armies and eventually defeated the Grim Dark, but even they were unable to destroy it completely. Together, the gods created a vessel to contain the Grim Dark forever. This book is that vessel. Read the text below when the characters encounter this unholy tome.

Your fingers find a cool, leather cover covered in archaic runes and bound in thin silver chains. When you get a good look at it, you see it is made of pure black leather that seems to absorb the light around it. At first it has no title, but slowly a white script appears in

your native language that reads "The Grim Dark". The book than shakes in your hand and a blood red eye appears in the center of the cover. You hear a voice in your head whisper, "Let me out and all the riches of the world will be yours..."

Once the eye appears, the Grim Dark will stop at nothing to get one of the players to open the book. None of the characters possess the necessary power to open the book, but if a character attempts it, it summons three of his followers. Known as a **Daruni**, it is a new monster detailed in Appendix 1. They will attempt to kill the party and obtain the book by using their waste ability first, then their unholy spells.

Any character holding the book notices the eye on the cover dimming and recovering with every attack made by the Daruni. This is because the Daruni are warlocks and use the Grim Dusk's power as their own. Any spellcasters that hold the book can feel his infernal power. If his Daruni fail to kill the characters, he promises to teach any spellcasters how to use his horrible powers for their own. Any character that chooses to do this can do so by multiclassing into warlock with their next level, but must immediately change their alignment to NE. The Grim Dark and his powers are detailed in Appendix 2.



Map 1: ??? (1 square = 5'x5') N<^>?

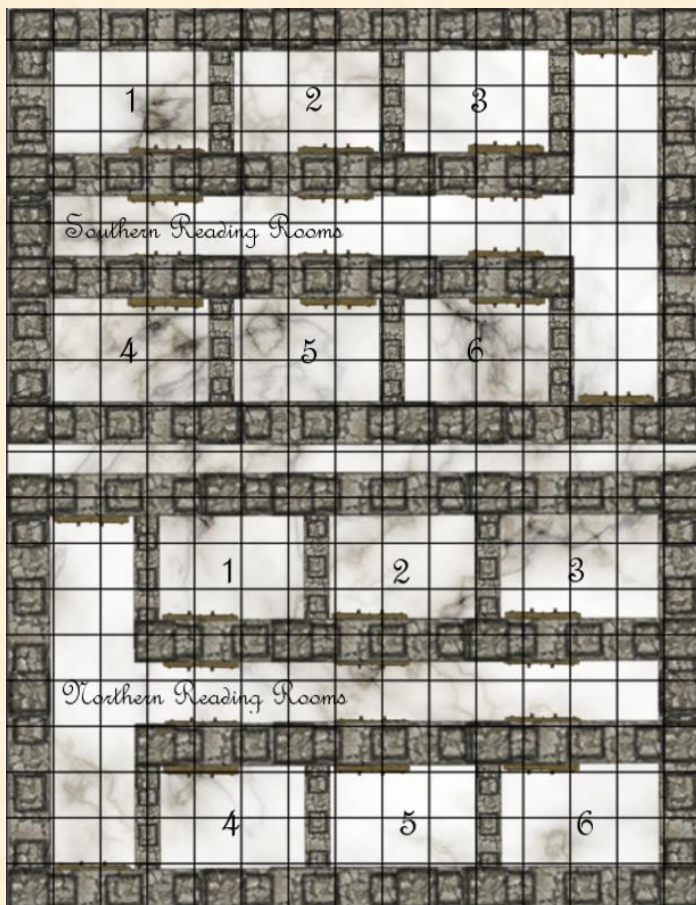
BOOK 2: THE HUNGRY TOME

This book is the home of an incredibly old **book wyrm**. Book wyrms are cousins of dragons, but split off from them several millennia ago. Their hunger for treasure and wealth has transformed into a quest for knowledge and novelty. They live for eons and the one inside this thick volume is easily 2,500 years old.

This century he goes by Rignorg and spends most of his time in his demi-plane outside of reality. This book and books like it are doors to this realm and pull any creatures in a 30' cone into it unless they succeed on a **DC 15 Dexterity check**. Read the text below when a character finds the book on one of the top shelves.

The cover of this 2" thick leather tome is glossy and depicts a small dragon happily eating a book on the cover. The covers are clasped with a thick leather strap and a tarnished brass buckle. When you carefully unbuckle it and ease open the cover, you see pages drawn to resemble teeth that begin swirling around before your eyes. You try to close the book, but find you can't force it closed. You feel the gravity shift beneath you and you start to fall into the book. The pages grow as you get smaller and smaller, until you wake up on a small grass island floating in a sea of golden fog. The only thing on the small island is a large stone building with a humongous 15' wide door. The door eases open and you feel a warm gust of air creep out as you rise to your feet.

Rignorg hasn't seen another creature in almost 400 years and was thoroughly enjoying himself. When the characters enter, he is reading a paperback sprawled out on the floor. He is a little perturbed at being disturbed, but quickly warms up to the party if they can offer him a book. If they tell them they're from the library he will offer to pay for any unique books they find, especially the magical texts. If they happen upon the History, he will give them his hoard of priceless magical items. Rignorg is described in more detail in Appendix 2. When the characters are ready to depart, they simply have to jump into the golden fog surrounding the island and they will wake up on the floor of the library.



Map E: 90' Underground (1 square = 5'x5') N>

AREA 3: NORTHERN READING ROOMS

This area is home to six steadily decaying rooms. Each room holds either a monster, a trap, or swag behind its locked door in addition to a valuable book. This area is entirely superfluous and can be bypassed without encountering any story problems, but has something fun and exciting behind every door. If you want to exclude it for the sake of time (playing through every section in this book would result in a 10+ hour adventure) then simply say that the six rooms in this section were collapsed in a cave in and it is now a simple hallway. If you want to include this section, read the text below when the characters enter.

You see a dark corridor that comes alive with the soft glow from a vein of emerald that runs through the right wall. The brightness is a little jarring at first, but once your eyes adjust, you see a door directly ahead. It is similar to the door you entered through, but it has a different inscription for its title. To your left is a short hallway with three doors on either side. They look like the other two doors, but are numbered 1 to 6 in amethyst. The floor is littered with a mixture of broken bones, rotted cloth, and dust that crunches underneath your feet as you make your way through.

The door at the end of the hall reads "The Great Hearth" and leads to Area 5. The doors in this section are locked, but the shield guardian's key is a perfect fit. Each of the rooms has a

small aqualine crystal, a new item detailed in Appendix 3, for illumination.

ROOM 1: THE SNEAKY VAMPIRES

When the players open the door, three levitating skulls fly out at them and attempt to bite the nearest character. Have that character roll a **DC 16 Dexterity saving** throw to avoid the skulls while you read the text below.

You ease the door open and peer inside, but are knocked back by a trio of cackling skulls. They fly through the hallway, laughing hysterically and dripping some sort of emerald acid from their 6" long fangs. They move amazingly fast, darting back and forth before attempting to bury their fangs in your neck.

The flying skulls are called **hungry skulls**, one of the new monsters listed in Appendix 1. They used to be very devious vampires that were perusing the library when the devastation occurred. The arcane energies warped and shaped the vampires into ravenous hovering horrors. They will attempt to destroy everything in their path, but they focus on one character at a time.

Once the skulls have been destroyed, award the characters 5,400 experience points to be divided among them equally. The characters are now free to loot the room, read them the text below when they begin their search.

A small blue crystal imbedded in the ceiling illuminates with a dim glow as you step foot into the room. The spacious stone room has a wide oak desk that takes up the entire left wall, a small stack of mostly decayed books, and a pile of fine silk clothes covered in dust. One of the books appears to be intact and glitters with a soft white light as you approach.

The glittering book is titled 'History I', for more information see Appendix 3.

ROOM 2: THE ELUSIVE ANGEL

This room is a trap with unusually valuable bait. When the library fell, a bib was reading 'On Celestial Wings' and happened to be deep in prayer. The gods heard his pleas for help and pulled him into the heavens, but the book was left behind in the rubble and landed squarely on a newly formed arcane fissure. Check Appendix 3 for more information on this holy work. Read the text below when the characters enter the room.

The walls of this room are covered in soot and the ceiling looks like it's a slight breeze away from collapsing, but you barely notice. Hovering in the center of the room is a small golden paperback. As you gaze upon its holy magnificence, you feel an irresistible urge to hold it in your hands. Before you can stop yourself, your feet carry you into the burned-out room. As you approach, you notice the shadow of a humanoid figure blasted into the floor.

Have the characters make a **DC 15 Wisdom saving** throw when their eyes fall on the holy book, if they fail they feel compelled to retrieve the book. The first character that touches the book breaks the holy aura surrounding it and collapses the room. Every creature inside takes 4d6 crushing

damage and must make a **DC 12 Strength (Athletics) check** to pull themselves out of the heap of stones and dirt.

Room 3: The Frozen Wizard

The door to this room is ice cold and the lock is frozen over; any character who wants to enter must either melt it somehow or make a **DC 16 Strength check** to shatter the ice. Read the text below when the characters manage to enter the frozen chamber.

This room feels unnaturally cold and seems to suck the heat right off your body. In the center of the dilapidated room lies a slightly decayed corpse covered in frost and clutching a faintly glowing purple stone the size of a half dollar in one bony hand. Every square inch of the spacious room is covered in a thick layer of frost, including the floor making it very, very slick. As you carefully make your way to the glowing stone in the corpse's hands you realize that the source of the cold must be the corpse itself.

The corpse used to be a wizard specialized in the dread art of necromancy. When she sensed that her end was near, she transformed herself into an undead horror known as a **shadow fellow**, a new monster described in Appendix 1. She remembers very little of her past life, but still recalls being betrayed by Biblius. She sees any wizard as Biblius and ignores all others until they are dead.

When the party defeats the shadow fellow, the ice around the room begins to sublime. Award the party 5,000 experience points as they try to warm themselves back up. Read the text below when the room has been freed from ice.

The room begins to warm as soon as the creature is defeated. The ice sublimates at an alarming rate, revealing a room that looks largely like it would have during the height of the library. Thick brightly colored silken draperies hang on each wall and begin to collapse when exposed to air. The oak desk and chair in the corner are exquisite and still seem to retain their former strength. You notice a small red leather book lying on the desk next to a modest cloth bag. As your eyes pass over the rest of the room and land on the remains of the creature, you realize it still has the glowing stone clutched in its bony fingers.

Two objects emerge from under the ice; a red leather book and a very old cloth bag. The book is called 'Vecna's Will', for more information check Appendix 3. The table below lists the contents of the cloth bag.

Trist's belongings

2x Emeralds	"Two thumb sized emeralds covered in a thin layer of dust."
3x opals	"Three thumb sized opals carved to look like skulls."
Collapsible 10' Pole	"A solid steel pole that collapses into itself until it is 1' tall. It has seen better days and is covered in layers of rust, but it still seems to be operational and solid."
45x Electrum pieces	"Several small pieces of an unknown and very smooth metal. They seem regular in shape and may have been used for currency by a forgotten empire long ago."

The only other thing of value in the room is the small stone clutched in the creature's hands. It is known as a speaking stone, a new item described in Appendix 3, and contains Trist's last words. It activates upon contact with living flesh and displays the following text in 3d living color.

The stone grows hot in your hand and begins to smoke. Within seconds, it dissolves into light and floods the room. It seems to congeal in the air like a mist, forming three dimensional shapes with life-like detail. You see an elf female sitting at a desk in deep meditation. Around her is the same chamber you currently stand in, but in pristine condition. The crystal in the ceiling casts a steady white light onto a small black tome that sits on the desk in a pool of thick smoke. Suddenly, the scene surges to life and you feel the room begin to rumble around you. The woman jumps up from her seat and pulls this stone from her pocket, leaving the dark tome to smolder on the table. She quickly mutters something to it and tosses it on the table next to the tome, passing her arm right through you as she does.

Trist is the wizard in the chair and the text in **quotes** below is being spoken by her in draconic. If the characters don't speak draconic then make up some gibberish to fill in the spoken parts.

"We are betrayed. If I manage to get this message to you, it will mean that someone in the underworld still likes me. It turns out you were right about the mad king, Biblius, and his infernal library."

She gestures around wildly with her arms.

"Clearly, the trap has been sprung. The fool has plunged us deep beneath the earth, but..."

Her voice deepens and begins to hurt your ears.

I WILL NOT BE DEFEATED! I AM TRIST DUSKFALL, HEIR TO THE THRONE OF BONES AND I WILL RISE AGAIN!"

She screams and throws her arms into the air as the wind begins to surge around you. She grabs the smoldering tome and flips it open to a page near the end. She begins to float off the ground as she concentrates on the page. She opens her mouth and a strange rumbling sound begins to resonate throughout the room.

"M#\$%YKL"

The word she utters is incomprehensible and fades from your memory almost as fast as you heard it. She blazes with blue light as the tome in her hand glows a deep red. Suddenly, both converge and surge into her chest, illuminating her heart with a bright purple light that quickly fades to black. She drops from the air and you see frost begin to cover the outer edges of the chamber.

"No... Something is wrong..."

She crawls over to the stone on the desk and clutches it in her quickly thinning hand. She has just enough energy to crawl back to the center of the room, before she collapses and the room freezes over completely. The light fades out and surges back into your hand, becoming the small stone once again.

Room 4: The Overgrown Chamber

The ranger who died in this room was carrying a very special seed in his pack. He was stopping in the library to try and identify it when Biblius worked his magic. Though he died,

the seedling in his pack grew to become a **neptunian fly-trap**, a new monster detailed in Appendix 1. Read the following text when the characters enter the room.

As you ease open the door, the scent of fresh flowers and pollen fills your nose. The room is covered over completely with thick green vines that sprout small orange flowers. The vines cover every surface except a small patch near the center where a giant 3' flower is growing. The flower is alive with vivid hues of purple and silver, its petals are wide and bowl shaped, with a clear pool of orange liquid in the center. It smells delicious, like apples dipped in honey, and part of you longs to know what it tastes like.

As soon as the characters have entered the room, the vines slam the door shut and the flowers begin to pump out a powerful neurotoxin. Have the characters make a **DC 18 Wisdom saving throw**, on a failure they are paralyzed until they can overcome the effects. Once this occurs, the neptunian flytrap begins its attack against the players. It will try to paralyze the party first and if successful, it will switch from its neurotoxic pollen to its acidic pollen in an attempt to dissolve them into a nourishing goo.

When the characters emerge victorious, award the survivors 5,900 experience points to be divided evenly between them. Any character that rolls 14 or higher on a **Wisdom (Perception) check** finds the two items of value in the room. Though the ranger's body was eaten long ago, his consecrated ironwood staff was filled with magic might and resisted the ravages of the acidic pollen. That might was only enhanced by Biblius' spell and now the staff positively hums with power. Known as the giant's toothpick, it has a long and storied history detailed in Appendix 3.

The other object of value is located inside the ranger's hempen sack, the contents of the sack are listed below. For more information on the giant multifaceted gem, check Appendix 3.

Hempen Sack

Hunting Knife	"A large, wide steel knife with a partially serrated blade."
Multifaceted Gem	"This gem is the size of an emu egg and four times as heavy. It seems to have a million facets and each one is a different color. When held, it fills the holder with the sensation of being at home next to a warm fire."
5x Electrum pieces	"Several small pieces of an unknown and very smooth metal. They seem regular in shape and may have been used for currency by a forgotten empire long ago."

ROOM 5: THE OPEN BOOK

The door to this room bulges slightly outward and requires a **DC 16 Strength check** to turn the key and unlock it. When a character opens the door, have the party make a **DC 14 Strength (Athletics) saving throw** and read them the following text.

You struggle to turn the knob and finally manage to succeed. For a moment you feel pride at your accomplishment, but then you immediately regret your decision. A torrent of water throws the door

wide and slams you against the opposite wall. You raise your hands to shield your eyes from the river of murky, bone filled ocean water surging into your face. In seconds, you, the room, and the hallway are submerged in inky blackness.

The characters who made their dexterity saving throws managed to hold onto the doorjamb and hold their breath, while those who failed are tossed around the hallway and take 14 (3d6) bludgeoning damage. After the hallway is filled, they can swim as they please, but the water is dark and it requires a **DC 12 Wisdom (Perception) check** to see anything in the room. In addition, the water is very toxic and deals 19 (3d8) necrotic damage for every round spent inside it. Read the text below when a character succeeds his perception check.

You can't really see anything, but you do feel a slight current stemming from somewhere in the room. As you swim closer, you feel it becoming stronger until you have to grab the walls to keep from being swept away. As you reach out your hand to touch the mechanism behind this flood, you feel the scaly spine of an oversized book.

The dragon scale bound book is called 'The Celestial Sea'. After Biblius worked his magic, it transformed into a portal that leads to the river styx in hades. When opened, it fills the available space with the river styx and acts as a 3' x 5' portal onto the plane of hades. Any character swimming in the foulness can make a **DC 12 Intelligence check** to figure out where its coming from. Should a character wish to travel through this portal, she immediately forgets her former life when her feet cross the threshold and she floats away absent of purpose.

A character wishing to close it must grasp it in both hands and succeed on a **DC 16 Strength check**, this causes the foul water to surge into the book instantaneously. This leaves the party floating in midair, causing them to fall and take 6 (2d4) falling damage as they impact the marble floor. Award the party 2,300 experience points to be divided equally between them for surviving this ordeal.

ROOM 6: THE SENSORY MANUAL

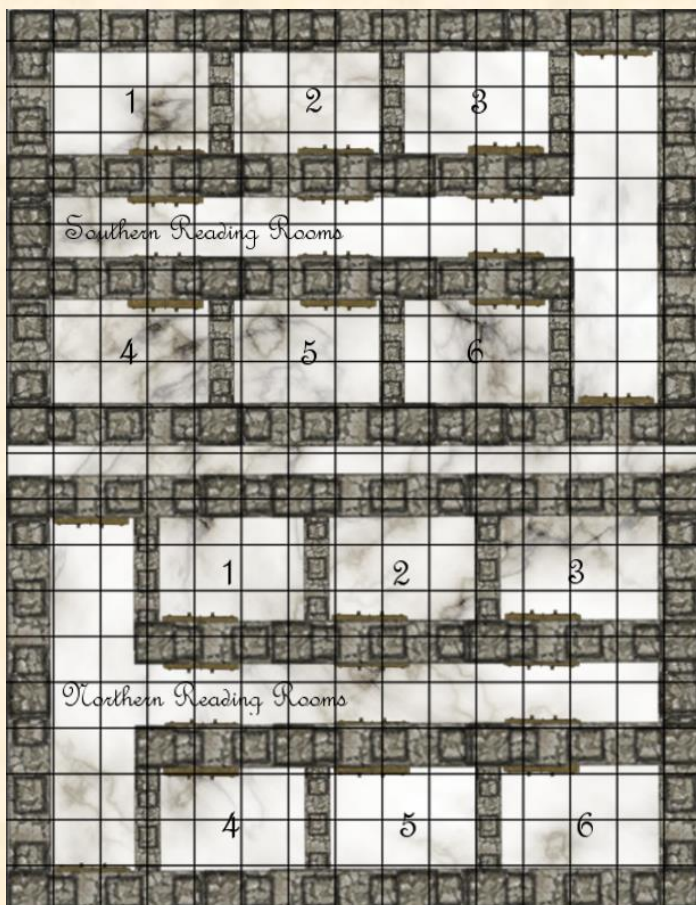
This room is home to several objects of value, but only to those smart enough to find them. When the library fell, a young bib was preparing to steal the items found in this room using a onetime use portal key to sigil. Unfortunately for her, the key was slightly damaged and she was forced to leave her belongings behind. Knowing anyone could happen upon her stash, she hid it behind a magical puzzle. Read the text below when the characters enter the room.

You open the door slowly and peer inside. The room illuminates like normal, but this room looks very different from the rooms you've seen so far. It looks like a cave with 2' long stalactites hanging from the ceiling and a huge 3' wide stalagmite reaching up from the center of the worn stone floor. On its surface is a small riddle written in draconic "I dine on the largest of the redwoods and the smallest blade of grass, I never sleep and I move faster than you can blink, summon me and I will clear the wax from your eyes."

The answer is fire, but the characters must conjure or produce fire somehow and set the stalagmite ablaze. If they succeed in doing this, the cave scene dissolves like smoke, revealing an empty chamber with a large steel chest. The table below lists the contents of the chest, for more information on the items contained within check Appendix 3.

Chest

Manual of the Senses	"A small oak codex carved all over with different types of eyes. The silken pages seem to be blank, but when you hold the book in your hand you feel a strange disorientation overwhelm you."
Little Snar's Guide to Magic Vol. 1	"This hefty tome is bound in a strange blue leather and heavy enough to require both hands to lift. Inside are several thousand pages in draconic that detail every part of becoming a wizard, from choosing a school to casting your first spell."
IMPORTANT!	"This thin red leather book is little more than a pamphlet, but the cover says 'Important!' in draconic."



Map E: 90' Underground (1 square = 5'x5') N>

AREA 4: SOUTHERN READING ROOMS

This area is home to six steadily decaying rooms. Each room holds either a monster, a trap, or swag behind its locked door in addition to a valuable book. The doors are openable with the key from the arcane guardian in Area 2. The hallway and every room has an aqualine crystal, a new item detailed in Appendix 3, for illumination unless otherwise stated. Read the text below when the characters open the door and get an eyeful of horror.

You open the door onto a scene from a nightmare. The overhead crystals slowly illuminate a pile of large eel-like creatures crawling all over themselves at the far end of the hallway. You see a door directly behind them, similar to the door you entered through, but it with a different inscription for its title. To your right is a short hallway with three doors on either side. They look like the other two doors, but are numbered 1 to 6 in amethyst. The smell is putrid, like a rotting body mixed with stale air and causes you to audibly gag. Unfortunately for you, this catches the attention of the creatures and they begin rushing towards you down the wide hallway. As they rush towards you, you realize the awful truth. They are giant intestines, filled to the brim with decay and oozing a horrible acid that leaves a wide scorch mark across the floor behind them.

The creatures are corrupted intestines, a new monster detailed in Appendix 1. They will try to devour the party as quickly as possible, preferring to divide and conquer. If the party survives this encounter, award them 6,900 experience points to be divided among them equally.

ROOM 1: THE HOLY GIFT

This room used to be a class room where scholars would tutor classes of children in the ways of magic. When the library fell, a cleric of Pelor was giving a lecture. He knew he would need one hell of a prayer to get him and his students out safe and sound. He hid his teaching materials behind a veil, fearing the worst, and set up a simple puzzle to guard it. He also possessed a relic he was carrying as a teaching aid called the righteous hammer, for more information on its stats check Appendix 2. Read the text below when the players enter.

The crystal in the ceiling illuminates instantaneously, ruining your vision for a few moments. When it clears, you see a modest chamber with a series of small rotted desks in rows facing a broken blackboard. The desks are very small and could not fit a full-grown adult, leading you to believe this used to be some sort of classroom. The last 5' strip of the room has three copper circles set into the stone floor in a line. The ceiling and walls have old scorch marks above the circle to the right. The back wall has an inscription written in an old form of common, it reads "The library has fallen, but my faith in Pelor has not. I have saved my students through his grace, but I leave behind a gift for the souls still trapped. Only Pelor's light shines in the dark."

In order to see through the illusion, the party needs to douse the lights somehow. They can either destroy the crystal (20HP), cast dispel magic on it, or cover it enough to plunge the room into darkness. When they achieve this, they see that one of the desks is actually a glow-in-the-dark chest. The chest is unlocked, but any creature of non-good alignment takes 12 (3d6) radiant damage on contact. The contents of the chest are listed below.

Blessed Chest

Little Snar's Guide to Magic Vol. 2	"This hefty tome is bound in a strange yellow leather and heavy enough to require both hands to lift. Inside are several thousand pages in celestial and an old version of common that detail every part of becoming a cleric from choosing a deity to casting your first spell."
Righteous Hammer	"This large steel hammer is clearly meant to be wielded two-handed and has a sun engraved on its face."
11x Holy Symbol	"This small silver disk is carved to resemble the sun. You see several of them laying in a heap attached to thick strings of cord."
1gal Holy Water	"A wide bottomed glass decanter filled with crystal clear water."
Sun Ring	"A small silver ring carved to look like the sun. When held, it glows a dim yellow."

ROOM 2: THE DWARF BROTHERS

The bibs that gathered secret knowledge for the library were less than ethical in their mission and the dwarves who died

in this room were tired of it. They came to the library in search of a sacred text that was stolen from the temple of Moradin, the chief god of the dwarves. 'Tales of Moradin' contains all of the dwarves early folk tales about their origin and the founding of their civilization. Its value to the dwarven people cannot be overestimated as most of these tales have been lost to time. Check Appendix 3 for more information on the 'Tales of Moradin'.

Sadly, the three brothers never made it out, read the text below when the characters enter the room.

This chamber is fairly sparse, but that only makes what is present more disturbing. Sitting on what's left of the oak table against the far wall is a massive book seemingly bound in marble. To the left are three gleaming dwarf skeletons piled on a bed of decayed cloth in the corner and to the right is a massive pile of slightly decayed skin. When you enter, the skin seems to undulate toward you like an eel or a snake.

The pile of skin is a new monster called **Gooseflesh**, for more information check Appendix 1. This is considered a large pile of gooseflesh and formed from the corpses of the three dwarf brothers. Once they defeat the gooseflesh, award the party 5000 experience points to be divided among them equally.

Besides the holy text, there is one other thing of value in the room. Hidden beneath the skeletons and requiring a **DC 14 Intelligence (Investigation) check** is a small gilded scroll tube containing a 1" piece of scroll written in dwarven. Read the text below when the party wants to read it.

Fjord, Gernal, Crag, find Moradin's book. Don't come back without it.
- High King Thurosh Undermount III

ROOM 3: THE TRAPPED SOUL

This room is home to a bizarre case of split personality. The woman who died in this room, lives on in two very different forms. The first is a rotating sphere of flesh and hate that explodes in the presence of living creatures, while the second is a small leather back tome with tiny arms and legs entitled 'Ethel'. When the library fell and Biblius worked his spell, Ethel was ripped from her body and absorbed by the pages of the book. She sprouted 2" legs and arms from her sides and opened the large eyes on her cover two days later.

She remembered her former life, but was trapped inside her tiny form. For more information on Ethel and her tiny book body, check Appendix 2. Her former body compressed and reformed into a small sphere made of decayed flesh and organs. The only thing her former body remembers is hate. Read the text below when the characters enter the room.

This chamber only has two things in it, and both are terrifying. As the overhead light slowly illuminates the room, you see a spinning sphere of decayed flesh the size of a basketball hovering 5' off the ground. Just beneath it is a small leather journal with a weirdly realistic face for a cover. As you enter, the small book's eyes open and it stares up at you in disbelief. It quickly jumps to its feet and begins running over to you with a wide smile on its tiny face. When it gets

about 10' away from you, it slips on some dust and breaks one of its tiny legs. It tries to get up, but can't put any weight on its broken leg. It looks to you with a pleading stare.

The **flesh sphere** is a new monster detailed in Appendix 1 and explodes whenever it notices the party. If any character makes any sort of loud noise, the flesh sphere awakens immediately. Have the characters roll **DC 16 Dexterity (Stealth) checks**, one to enter the room and one to scoop up Ethel on the way back. Whether they have to fight the flesh sphere or not, award the party 2,900 experience points to be divided equally among them.

ROOM 4: THE TWIN RINGS

This room has an insidious trap disguised as an old book. When the library fell, the wizard inside was working on a new puzzle book for her students. Just as she was about to close the spell, Biblius closed his and she was vaporized from the feedback. Her puzzle book fell to the floor completed, but cursed by the influence of Biblius. Read the text below when the characters enter the room.

As you ease open the door and peek in, you see a room filled with old and broken tools scattered across a large scorch mark on the floor. There is one large oak table against the far wall with a few rusted tools on it. Next to the tools is a thick leather-bound book with a riddle on the cover written in draconic. The riddle says "Two lovers. Forever chasing each other in an endless race that neither can win. But once every 1,000 years, when they wish hard enough, they are able to embrace in front of the whole world. Who are they? On top of the book is a small piece of parchment written in common, it reads "Schwey, will you give this to the kids, please? My parents keep freaking out about King Biblius, they think he's gone insane. They told me to get home an hour ago, but I wanted to make sure the kids got this. It's a two-part puzzle book, but it's really easy to solve. Tell them I said..." The rest of the scroll is ripped off and missing.

The answer is the Sun and the Moon. Once the characters solve this, the door slams shut, the book's face reforms into a number pad with the numbers 1-9, and the ceiling begins to shrink at a rate of 2 feet per round. Put the party into initiative order with the ceiling moving at the end of every round.

The ceiling is 15' high and if a character wants to attempt to slow its progress they can make a **DC 18 Strength check**. If successful, the character slows the ceiling by 1' per round. Should the ceiling drop to 3', it begins dealing 47 (6d10) crushing damage every round. Somewhere underneath all of the old and rusted equipment is the other part of the parchment and this has the code to stop the ceiling from collapsing. Have the characters roll **DC 18 Intelligence (Investigation) checks**, each character can roll once per round. Read the text below when the characters find the other part of the parchment.

The small piece of parchment matches up to the one you found on top of the book. It reads, "that they can do this if they stick together. I'm sure you'll figure it out, but the two lovers are the sun and the moon and the code to defeat the trap is 86 75 309. 86 rings

around our moon, 75 sun wizards, and 309 days in a year. Tell them I can't wait to see them when I get back. Thanks again!" As you quickly type in the code, the ceiling rises back to its 15' height and the book flips open. Inside, you see two small silver rings with brains carved all over their surfaces.

The rings are a godsend to any wizard with too much on his plate. Known as the Tears of Ioun, they are a new item detailed in Appendix 3.

ROOM 5: THE WANDERING BARDS

This room is the home of a truly terrifying group of monsters, but also contains the one thing of story value in this section. The bards who died in here were ones of immense talent. When the quintet arrived in Book, the townspeople were dancing in the streets for everyone knew of the great gnome band Kor Mar Dur. Their violins had brought whole countries down and started new ones. It was said that they could even make the gods weep at the sound of their soulful playing. Kor Mar Dur had heard of Book, as many had by this point, and was intrigued by the rumors of a bardic college.

Though not completely devoted to bards as they had hoped, the group was still mystified by the splendors found in Biblius' library. Hoping to learn more about the man who created this wonderful place, they picked up Biblius' journal and took it to a reading room. When the library fell, the five bards had no choice but to see if their violins really lived up to the hype. They played a mournful tune, sadder than any they had played before, and entreated the gods for help. Unfortunately, the spell they were attempting to cast was subsumed by Biblius' creation of the history and they were transformed into a choir of **creeping lurks**. The creeping lurks, new monsters detailed in Appendix 1, still reside in this room and feel a deep hatred for the living. Read the text below when the characters open the door.

As the room illuminates, you see a few odd things. A small busted violin lies next to a pile of loose parchment and velvet robes in the middle of the floor, and the desk against the far wall has a small journal written in draconic. The journal was written by none other than Biblius himself. It seems mostly intact, though sections have fallen out and rotted away. A small piece of parchment is being used to book mark a passage near the end. The parchment seems to be a public notice of some kind written in common and draconic, it reads "This week only! Kor Mar Dur comes to the Dregg amphitheater in lower Book! Her violin has felled kingdoms and made the gods weep, now she's here to bring you to your knees with wonder! Admission is only 5 platinum pieces at the door! Bring a gurgleberry pie and hear the magic for only 4 platinum pieces!"

The journal passage is far stranger and written in a mixture of common, draconic, and celestial. It reads, "WHERE DOES THE MONKEY KING GO? TO DEFEAT HIS FOE? NO! TO ROAM, TO VOYAGE, TO QUEST, TO KNOW. HIS PATH IS LIKE AN ARROW SHOT FROM THREE FAULTY BOWS. YO, HO! YO, HO! FOLLOW IT FELLOW! YOU'LL FIND MORE KNOWLEDGE THAN YOU CAN SWALLOW! YO, HO! YOU GO."

Next to the journal is a thick tome bound in a strange orange leather. Inside are several thousand pages in an old version of common that detail every part of becoming a bard, from choosing an instrument to playing your first song. Though you can't see any danger, you feel more and more uneasy the longer you spend in this small chamber.

The thick tome is called Little Snar's Guide to Magic, Vol. 3. For more information on it and the journal, check Appendix 3. The creeping lurks prefer to ensnare their foes with their mournful song ability and won't attack until they see an opportunity. That opportunity could come in the form of a sleeping party, a distracted party, or a party already in combat against another undead. The creeping lurks will follow the party throughout the rest of library if they have to, remaining little more than faint shadows on the wall. Any character hoping to see them must make a **DC 20 Wisdom (Perception) check**.

Byren, the arcane naga in the next section, can see the creeping lurk just fine and will attack it along with the party. Byren is also insane though, so his violent swinging at nothing isn't very convincing to the party. When the party does eventually defeat the creeping lurk, award them 5,000 experience points to be divided among them equally.

The velvet robes hide a few intact songs from Kor Mar Dur's personal collection that are worth quite a bit, see Songs of the Kor Mar Dur in Appendix 3 for more details.

ROOM 6: THE VINDICTIVE ROGUE

This room is a giant trap. The rogue who died here wanted to make sure no one would ever find his treasure. When the library fell, he knew he wouldn't make it out alive so, rather than preserve that knowledge like the other patrons, he decided to spend his last few moments designing the perfect trap. Needless to say, he wasn't the kindest of people. Read the text below when the first character opens the door and enters.

You ease open the door and find an almost completely empty chamber. In the center of the room is a small mound of rocks, on which sits a large canvas bag filled with jewels of every color of the rainbow. As you step into the room you feel a thin wire snap on your face. The pieces spark slightly, before falling on your cheek and blasting you back into the hallway.

The character takes 4d8 electricity damage from contact with the wire. The whole room is rigged like this and requires a **DC 18 Dexterity check** to avoid the thin wires on the way to the gems, any character who fails incurs 4d8 electricity damage and is thrown back into the hallway. Read the text below when a character reaches the gems.

You arrive at the rocks and find the source of the electrifying wires. Inside the bag of gems is a small citrine necklace carved into the shape of a lightning bolt. As you carefully pull it out, you see a small opening in the back where the wires seem to be connected. They look detachable or possibly retractable, but would require someone skilled in tinkering or lockpicking to attempt to find out.

The wires are detachable, but require a DC 18 slight of hand (dexterity) check to trigger. If a character succeeds, award the party 2,900 experience points to be divided among them equally and read the following text.

You hear a soft click and the wires detach from the back causing the necklace to fracture and crumble in your hands. You inspect your impressive haul and come to the horrifying realization that it is all glass, the whole bag is filled with fake gems designed to look expensive. As you slam your fist on the rocks in anger, you realize that they're nothing more than a very convincing tapestry. You pull up the strange blanket and find a dead halfling underneath. He is mostly decayed, but still retains a few scraps of black cloth marking him as some sort of rogue.

The cloth is called a blanket of blending, for more information check Appendix 3.

guess that this area is divided into four general sections. As your looking the place over, you feel a surge of heat from your right. You turn and realize that half of the southern wall is taken up by an enormous blue marble fireplace. It sputters every few seconds with a bright white flame that can't seem to catch or stabilize.

This area is controlled by what's left of Byren, the insane **arcane naga**. Luckily for the party, he nested in the fiction section fifty years ago and has been asleep ever since. As long as the party doesn't make excessive noise he should remain that way until they enter the fiction section.

Unfortunately, Byren has formed an unhealthy attachment to the small, lustrous gear the party needs for the great wheel in Area 2. He sleeps with it clutched in his fangs like a pacifier and will protect it at all costs. He's trapped the rest of this area with a series of unavoidable magical runes to protect his treasure. Byren sleeps pretty heavy these days, but if the party sets off too many of these traps in a row he will roar to life and attack the party. For more information on Byren, see Appendix 2.

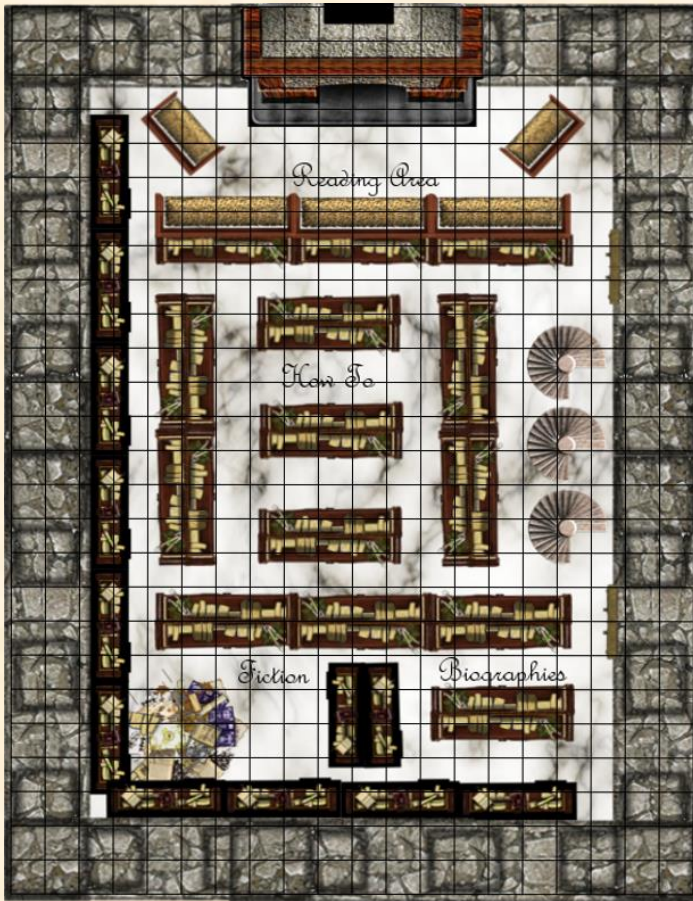
ENCOUNTER 6: ELECTRIFYING READING

This area has five couches covered with torn out pages and loose parchment covering up the runes etched into the fabric. Any character that attempts to sit on the couch must make a **DC 17 Dexterity saving throw** or take 18 (4d8) electricity damage and be frozen in place for 1 minute. When the characters approach the couches and fireplace read the text below.

You walk towards the sputtering fireplace and realize it is covered with fine lines of graffiti. The blue marble is covered in small red lettering in a thousand different hands. Some seem to have signed their name, while others left comments or drew pictures. One especially adorable drawing of an elephant reading a book is signed by a Noria Snuzzletum. You suddenly come to the startling realization that what started as a record of beautiful memories has turned into the grim epitaph of a fallen society. As you run your hand over the smooth surface of the marble, you realize that the memories immortalized here weren't carved or etched, they are simply part of it. You wonder how such a thing could be possible as the fireplace suddenly sputters startling you. As you stumble back, your toe bumps a small thin stick the same color as the graffiti. You scoop it up and press it gently against a blank space in the marble and feel it shiver. You pull the stick away quickly and see a small red dot where the stick touched. Somehow the stick has tattooed the marble as if it were flesh. Turning around you see five very plush couches covered in layers of torn pages and loose parchment. You've seen several decayed tomes whose spines have spilled their contents on the marble floor, but this seems different somehow. It's almost as if something tore these books apart in a rage and left the pages where they fell.

If three or more characters fall victim to the couches at one time, Byren awakens and tries to tear the party limb from limb in a wild fury.

If the characters want to record something on the fireplace, they can do so using the red stick they found. The stick will



Map F: 90' Underground (1 square = 5'x5') S^

AREA 5: HEARTH OF MEMORIES

As the party enters, they activate the massive fireplace against the south wall regardless of what door they entered from. When this happens read the text below.

You open the door onto another massive area filled with dozens of bookshelves. Books are strewn across the marble floor and a few stacks have been flipped over or smashed against the wall. According to the hanging oak signs above the remaining stacks, you can

tattoo whatever they sketch or write on the marble as long as it doesn't cover anyone else's memory. Most of the fireplace is taken up, but there are still several large areas near the top that are absent anything. The fire that is trying to burn inside the fireplace is a heatless healing flame. Any character that is inside the hearth when it sputters heals for 5 (1d6) damage.

ENCOUNTER 7: HOW TO (POLYMORPH)

When it came time for Byren to set up a trap in the How To section, he was at a loss. He still retained enough of his mind to use the tomes on the shelves to his advantage, and grabbed the first book he could find. Unfortunately for the players, the book he found was 'Polymorphing for Dummies'. Using this guide, he carved three runes into the marble floor and covered them up with piles of loose parchment. Read the text below to the first character to walk into the section.

You walk over to the spacious section in the center. The floor is covered in a thin layer of torn pages and the shelves are all but bare. As you take a step onto the parchment, you feeling a sickening feeling overtake you. You fall to your knees in pain, but when you look back up the room is several degrees bigger. You turn your head way farther than you thought possible and look directly behind yourself at the rest of your party. They are giants and wear shocked looks on their faces. Looking down you come to the horrifying realization that you're covered in dark brown feathers. You try to scream, but all that comes out is a loud HOOT HOOT.

The first person to walk into this section is transformed into an owl instantly. The effect is temporary, lasting only 5 minutes, and can be removed with a simple dispel magic, but requires a spell attack roll of DC 17 or higher to succeed against Byren's spell save DC. Any subsequent character that falls or touches the parchment on the floor becomes a squirrel for 5 minutes. If the first character is still an owl than she feels a deep hunger for the squirrel and tries to attack it. Both animals have 22 hit points and a 12 AC, but only the owl possesses a talon attack that does 6 (2d4) damage. If a character is reduced to 0 hit points, she transforms back into her normal form. Unconscious, but safe, she doesn't need to make death saving throws. If the owl or squirrel are too loud, then Byren wakes up and tries to pummel everything in sight. As the caster of the runes, he is immune to their effects.

Note that if the creeping lurks have not found an opportunity to attack yet, this would be a perfect time.

ENCOUNTER 8: NINJA BIOGRAPHIES

This area is another trap designed by Byren, but unlike the other two this trap is designed to kill. Read the text below when the first character enters this section.

This section seems mostly intact and you see that several dozen fat volumes crowd the narrow shelves. The shelves themselves are free from the dust that coats every other section you've seen, and the floor is clean of debris and parchment. It seems in pristine condition, but something feels off. The closest volume to you has symbols

along the spine that don't seem to meet up in the center. It's almost like the books have been stitched back together somehow. You take one step into the section and try to grab the book, but it flies off the shelf and out of your hand. It climbs some five feet above you, just out of reach, and begins raining folded stars of parchment down upon you. They slice like knives as they begin to swarm around your body in a maelstrom.

The storm of parchment targets the first character to enter exclusively. That character takes 12 (3d6) slashing damage every round until the effect is ended by a dispel magic spell or the character is dead. The pages will follow the character wherever he tries to go, but the pages are susceptible to all the same vulnerabilities as normal parchment. If Byren hasn't woken up, he does now. With the party so close, he'll hide in his nest until they draw near enough to surprise in the next section.

ENCOUNTER 9: SEPARATING FICTION FROM REALITY

This is Byren's nesting area and he will protect it with his life. He knows the party is coming now and is waiting to strike. Read the text below when the characters enter this section.

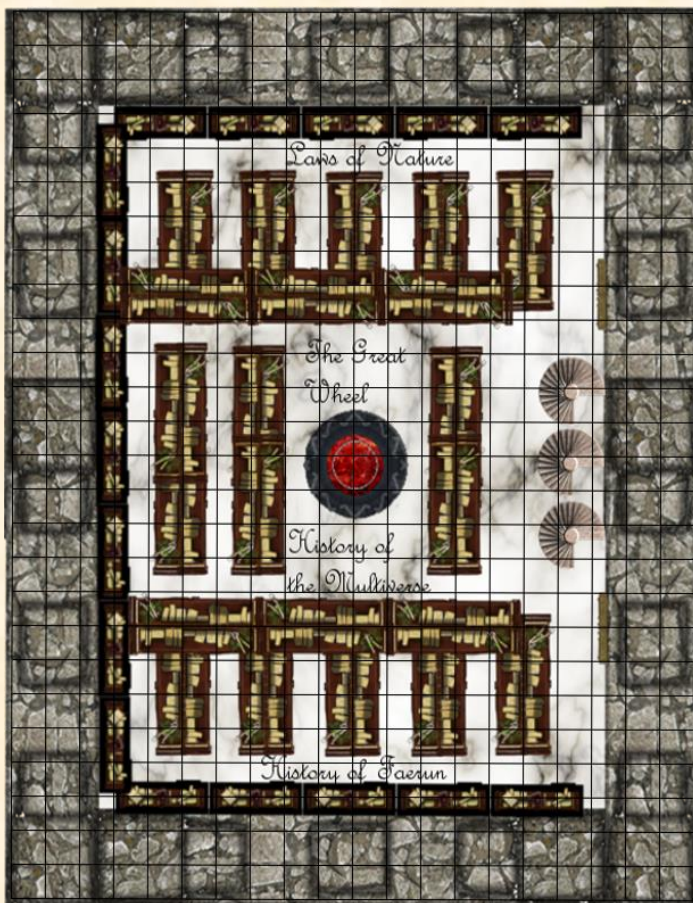
You round the corner and see a giant mound of parchment, leather, cloth, and wood. It smells awful, like mold and rot mixed with musk. You cover your nose against the onslaught and push farther into the section. So far, you haven't found the gear you need, and you shudder at the thought of pulling that horrible haystack apart to find it. As you stand there for a moment considering your next move, something surges out at you from the garbage nest and knocks you back into a bookcase. It rises to its full height and you see a massive snake with a humanoid face. Its scales are a lustrous purple except for a thin strip of orange running down its back. It fans out before you and rears back, ready to strike again. "YOU WILL NEVER TAKE MY SHINY!" it yells as it flings itself at you.

The character who was knocked into the bookcase takes 17 (3d8) damage from Byren's slam attack. Byren will try to tear apart the party as fast as he can, moving like a storm with fangs. Byren's stats can be found in Appendix 2. If the party survives this frenzy of fangs and scales, award them 5,900 experience points to be divided among them equally. The contents of Byren's nest are listed below.

Byren's Nest

241 platinum pieces	"A sizable pile of shiny platinum coins smooshed down in the center as if something had been sleeping on it."
Jade Cobra	"This small cobra is coiled and ready to strike. It doesn't seem to be magical in any way, but it is made of pure jade."
Wheel Gear	"This platinum gear has been lovingly polished, but shows small signs of wear from centuries of being gnawed on. It practically radiates magic and seems warm to the touch. Based on its size and composition, you would guess that this gear is the missing one from the great wheel you encountered in the first section of the library."

The gear is the one they've been searching for this whole time and fits into the great wheel from Area 2. With this, they now have a way to gain access to the Darshi Journal. The next area starts when the party gets back to the great wheel from Area 2.



Map D: 90' Underground (1 square = 5'x5') N^

AREA 6: THE LOWER LEVEL

This is the final area and encompasses the whole lower level of the library. Though two of the messengers Istralan the drider sent died, one managed to get back to the Shade and deliver her message. With the door unguarded, she had no problem setting up a trap in the main part of the library. Encounter 10 begins as soon as the characters enter.

ENCOUNTER 10: THE SHADE

Read the following when the characters make it back to the great wheel.

You open the door back into the huge chamber you entered in the beginning of your journey and find an unwelcome surprise. Arrayed around the great wheel are three dead drow warriors burned to a crisp. The bodies still smoke slightly from the impact making the bodies only a few minutes old at most. You hear movement somewhere in the stacks and steel yourself for battle.

There are 5 **drow elite warriors** hiding in the stacks along with 2 **drow mages**, you can find their stats in the Monster Manual under Elves: Drow. Their leader, a fierce shadow monk simply called **Shade**, has instructed them in guerrilla warfare and looks to put that to good use. She clings to the ceiling with her enchanted leg wraps, hiding in the shadows and waiting for the perfect opportunity to strike. For the Shade's stats, check Appendix 2. If there are no dwarves in the party and Garth is dead, Shade will try to bargain when her forces drop to three including herself. She commends the party on their victory and offers to team up with them. The party can refuse, but if they agree she will help them just long enough to gain their trust and work out a way to betray them.

Remember that the great wheel sparks with arcane energy every round, any character within 5' of it gets struck by an orange bolt of arcane energy and must roll 1d6. Use the table below to choose which enchantment they are subjected to or just pick one you like the most.

Magical effects of the Realm Observatory

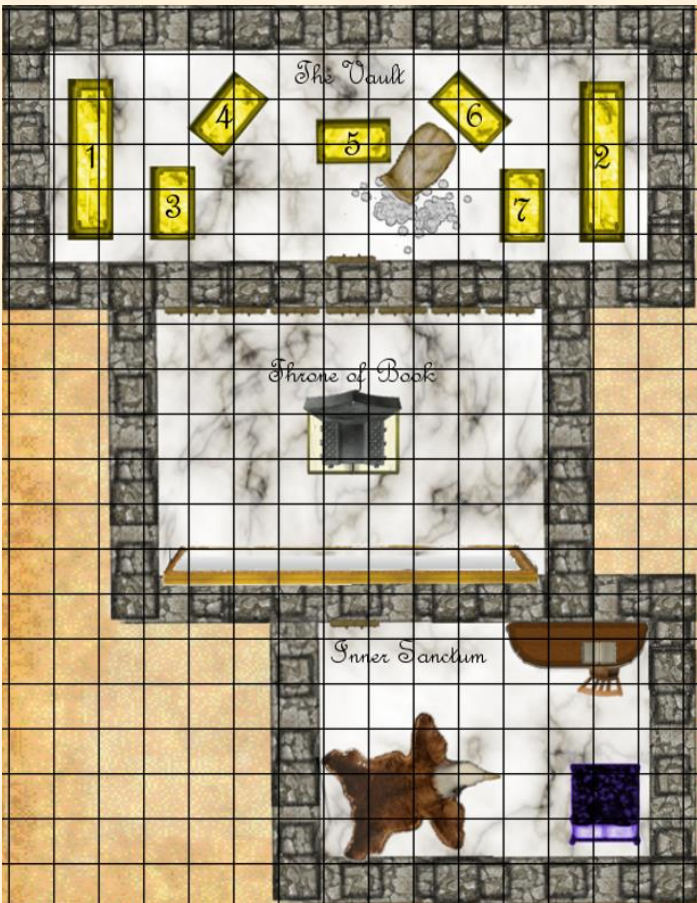
- | | |
|-------------------|---|
| 1: Lightning | 8d6 electricity damage |
| 2: Shrink | Character shrinks down to small size (3' tall), +4 to Dex, -4 Str, and -4 Con, lasts for 5 minutes. |
| 3: Double gravity | Character doubles in mass, disadvantage to all actions involving strength or dex (including attacks), lasts 5 minutes. |
| 4: Enlarge | Character swells up to large size (14' tall), +4 to Str, +4 Con, -4 Dex, lasts for 10 minutes. |
| 5: Levitation | Character rises 20' off the ground, floats there, and can only move by pushing or pulling on a fixed object, lasts 5 minutes. |
| 6: Mind Blank | Character is immune to psychic damage, any effect that would sense emotions or read thoughts, divination spells, and the charmed condition. This spell even foils wish spells or monster attacks of similar power that affect the target's mind or try to gain information from it. Lasts 1 hour. |

If the party survives the drow's sneak attack, award them 18,000 experience points to be divided among them equally. Once the drow have been dealt with, the characters can approach the wheel and attempt to replace the gear. Any character that does this gets shocked when placing the gear into its slot and experiences one of the effects from the table above. Once the gear has been replaced, the wheel instantly rights itself and begins to surge to life. Read the text below when this happens.

The gear slides into its slot like it was magnetized and the whole wheel begins to shudder. Just when you think you've made a horrible mistake, the wheel rights itself and begins to hum softly. The sparks of orange energy die to nothing as the gems on its face begin to emit beams of light. The light builds and solidifies in the air becoming three dimensional planets floating in a lazy circle. The detail is magnificent, and every world is alive with movement. The elemental plane of water is a constantly shifting ocean world and you can hear soft growls and squawks coming from the beastlands. It is so beautiful that you almost miss the center dome opening, only the change in movement catches your eye. Lying in the center of the opened dome is a weathered paperback with twin cutlasses on

the cover. The thick block letters above them spell out "Darshi Journal." Flipping through it, you realize that there are eight chapters and each one begins with a symbol from the throne of Book. You wonder if maybe the throne was just another puzzle like everything else in this crazy library and the key to the solution is in your hands.

The Darshi Journal is detailed in Appendix 3. The journal details the journey of Darsh, the pirate god. This book expanded Biblius' mind and showed him a path to godhood. Using the chapter headings as a guide, the party will now be able to open the entrance to the lower level of the library.



Map F: 180' Underground (1 square = 5'x5') N^

ENCOUNTER 11: THE THRONE OF BOOK

Once the party climbs back up the spiral staircases and enters the throne room, read them the following text.

You climb up the stairs and out into the throne room. The throne is sculpted to resemble an open book in every detail. If the pages weren't clearly made of stone you're sure you could flip them. The pages the book is open to are largely blank, but 8 symbols rise from the stone of the pages and glow a soft purple.

Refer to the Darshi Journal in Appendix 3 for the correct sequence. Once they have been pressed, read the following text.

As you press the last button, the throne begins to shake violently. You see the marble surrounding the throne begin to slide back leaving a 2' gap around the throne on three sides. It shakes one more

time, then begins to descend into the darkness beneath it. You and your party jump on before it drops out of sight. The ride down is smooth and uneventful, but longer than you would have guessed. After about five minutes, the throne lands you in a huge open chamber with seven gleaming doors against the northern wall. The doors look the same as the doors to the reading rooms above you, except each has a symbol engraved where the title would normally go. Going from left to right you see; a large sun disk, an open book, a frozen glacier, a crescent moon, a fluffy cloud, a bib seated in the lotus position, and a raging river. The south wall behind you is one giant mirror with light scroll work around the edges, but beyond that the large stone chamber is empty.

Each of the doors leads to a 10' hallway, but only one of the doors leads to the vault. The table below lists the doors and where they lead to.

Entrance	Exit
Sun	Moon
Book	Explodes, dealing 24 (4d8) force damage
Glacier	River
Moon	Sun
Cloud	Glacier
Person	Vault
River	Cloud

These hallways don't exist in this dimension and instead link together through the shadowfell. Most of them are fine to use, but the one that leads to the vault is the home of a shadow prowler. The **shadow prowler**, a new monster detailed in Appendix 1, emerges behind the last member to walk through the door and attempts to pull him into the shadowfell. Once it has been defeated, award the party 5,000 experience points to be divided among them equally.

ENCOUNTER 12: THE VAULT

Read the text below when the party enters through the unlocked door.

The door opens into a glittering hall lined with veins of platinum and amethyst. The overhead crystals reveal seven golden display cases, two 18' cases surrounding five 6' cases. In the center of the room you see a huge bag filled with a mountain of ancient silver coins. Along the wall opposite the door is a large quote from Biblius written in gold script. It reads, "To find your direction, consult your reflection."

Each case is locked and requires either a **DC 15 Dexterity (Sleight of hand) check** or a **DC 15 Strength check** to unlock. The table below lists the contents of the cases, for more information check Appendix 3.

Case	Description	Item
1	"A glossy ebony staff carved with intricate and complex nature symbols."	Voice of the Forest
2	"A giant thighbone that takes up most of the case. It is bleached white and the thinner part is wrapped with leather."	Smasher
3	"A single eyeglass on a velvet pillow. As you inspect it closer you see tiny alchemical symbols etched into the surface."	Eye of Biblius
4	"A purple crystal wand with hairline cracks running down the side. It sparks slightly when held."	Waldo's Wand

- | | | |
|---|--|----------------|
| 5 | "A large leather-bound tome with a strange symbol on the cover. The pages inside are completely blank. The title reads 'First Try' in draconic." | First Try |
| 6 | "A long silk headband dyed red with blue splotches in the shape of eyes." | Veil of Seeing |
| 7 | "A small silver necklace made up of different silver tongues welded together on a silver chain." | Syti Necklace |

The old silver coins used to belong to Kragasneth, an ancient red dragon who has since become a dracolich. The radiation of the library has kept them hidden from his abilities, but should the party try to leave with them, he will become aware of their location. He will send one of his brood, Rumrick, to recover the stolen coins. Rumrick is an **adult red dragon** and will find them 2d4 days after leaving the library.

When the players notice the absence of the History, they'll want to keep exploring the area. There is nothing else of value in the room, but the quote on the wall offers them a clue. When they exit the vault, they'll notice that the bib on the door in the reflection is sleeping instead of sitting. The door in the mirror is unlocked and leads to Biblius' inner sanctum.

ENCOUNTER 13: THE INNER SANCTUM

This area is completely intact and looks just as opulent as it did in its heyday. Read the text below when the party enters the room.

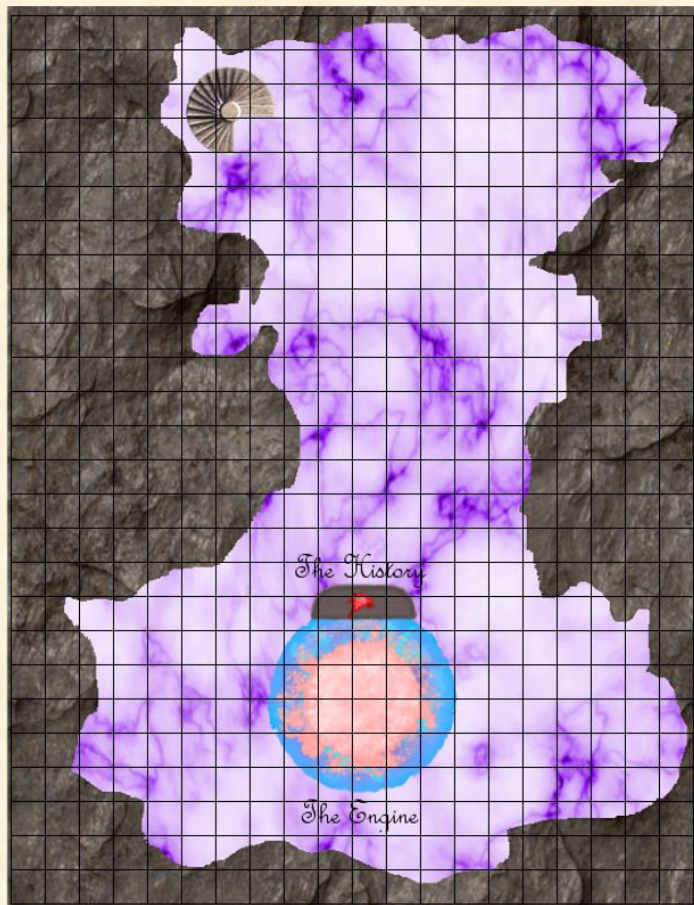
The room is spacious and gleaming, each marble wall is covered in thick golden scrollwork. At first glance, it appears to be nonsense, but upon closer examination you see that they are spells woven into the very stones of the foundation. The large four poster bed is piled high with plush blankets and pillows, but absent any sleepers. A small notebook lies alone on the large oak writing desk, open to the last page. The rest of the room is covered in a large owlbear rug whose thick fur hides several old blood spots. Out of the corner of your eye, you see a large ball of dust float toward you. At first you think it is being carried by the breeze, but it seems to notice you and stop in midair. It almost appears alive..."

Floating around, like dust on the wind, is a new monster detailed in Appendix 1 called an **arcane mote**. The arcane mote is essentially mindless and will attack at random. After the party defeats it, award them 5,900 experience points to be divided among them equally.

The journal on the desk is the only thing of note and details Biblius' slow descent into madness. Most of the passages are inconsequential and the handwriting becomes almost illegible towards the end. The final passage is detailed below and is by far the craziest entry.

I'VE SOLVED IT! IT WAS INCREDIBLY SIMPLE AND YET SO COMPLEX... IT NEEDS A LIVING VESSEL, A SOUL. WELL, IT CAN HAVE MINE, I'VE GROWN TIRED OF ITS WEIGHT ANYWAY. HAHHAHAHA! I GUESS THAT MEANS I'M WRITING THIS TO NO ONE! WELL NO ONE, FOLLOW ME BELOW THE OWL'S HEAD AND BEHOLD MY TRUE POWER! TODAY I AM A MAN... BUT TONIGHT I BECOME THE GOD OF KNOWLEDGE!

This should lead the players to the trapdoor under the owl-bear rug. The trapdoor is covered in the same runes as the walls and unleashes a torrent of arcane force. Have everyone roll a **DC 15 Dexterity saving throw** or take 23 (4d8) points of arcane damage. Once the seal is broken, the energy released creates an odd type of buoyancy to the room and everything instantly loses half its weight, almost as if you were swimming in a fog of arcane energy. There is a small stone staircase that leads down into the final chamber.



Map G: 195' Underground (1 square = 5'x5') N^

ENCOUNTER 14: THE FINAL SHOWDOWN

This is the final encounter of this adventure and the location of the History. It is awash with mystical energy surging forth from the massive spinning engine at the center of the chamber. Now that the door has been opened, several things have been set into motion. Read the text below to begin the end.

The room crackles with undiluted arcane might that is truly a sight to behold. In the center of the 80' high cavern is a colossal abomination of metal, crystal, and arcane force that arcs wildly like an out of control tesla coil. It hovers 10' off the ground like a spherical hurricane whose eye is directly underneath its center. In this calm space is a strange looking metal console with a 3' hunk of crystal sticking out the top. You hear a soft shuffling at the opposite end of the cavern.

ern as you approach, but you can't pin down its location. You immediately get the eerie sensation of being watched and, quickly glancing above you, you see what looks like a humanoid zombie covered in pustules that ooze arcane goo. Its tattered form looks at you with wide, entirely purple eyes and smiles a toothless grin.

The battle should begin immediately with the **arcanus**, one of the new monsters detailed in Appendix 1, leaping off the ceiling at the most powerful magic user in the party. Be aware that the arcs of arcane force from the engine are similar to the arcs that came from the great wheel in Area 2. The table below lists the effects the arcs can cause.

Roll	Effect
1	Levitation
2	Spiderclimb
3	Magic Missile
4	Lightning
5	Time Stop
6	Hold Monster/Hold Person
7	Reverse Gravity
8	Power Word Stun

Once battle begins, choose one character or the arcanus and roll 1d8. The creature receives one of the effects above from an arc of arcane force from the engine. This occurs at the top of every combat round until the arcanus is defeated. Should the party survive the final encounter, award them 7,200 experience points to be divided among the party equally. From here the party has a few options.

The History has not been Biblius for a long time and is now merely an answer machine in the form of a large crystal. Should the players want to activate it and start asking questions, they are free to, but remember that the History only knows things that have happened, not things that will happen or might happen. The players will most likely grasp how valuable the History could be and might attempt to remove it, however it is just as likely that they will decide it is far too dangerous and no one should have that kind of knowledge. Read the following text if the characters decide to do either of these.

You try to pull the crystal from its housing and all hell breaks loose. The spinning mass of energy above you begins to destabilize and flood the room with waves of arcane energy. As each successive wave hits you, you feel your consciousness begin to fade as the library is ripped apart around you. Suddenly, the engine explodes and you black out to the sounds of collapsing stone and rushing water. You wake up some time later, on the shores of the lake you entered through to begin this insane adventure. You look yourself and your party over and realize you are perfectly fine, in fact you're fully healed and feel well rested. Bits of stone and marble float in the lake which is considerably lower than you remember it. You're not sure how you survived the ordeal intact, but you count your blessings and begin the trek back to Waterdeep with an armful of swag and an incredible story..

The only other option is for the players to set up shop and claim the ruined library as their own. As far as secret hideouts go, it's not a bad choice. Sunken entrance, massive magical potential, tons of floor space, the list goes on.

Whatever the players decide to do, it is outside the purview of this adventure. The following sections provide the maps and detail the new magical items and monsters used, all other items and monsters exist within the Player's Handbook and the Monster Manual respectively.

APPENDIX 1: NEW MONSTERS

Below are the new monsters presented in this adventure in alphabetical order. For the stats on any other monsters mentioned, check the Monster Manual.

ARCANE GUARDIAN

"As you lean closer to get a better look at the old suit of steel armor, it blazes to life with an orange burst of light. The armor floats, weightless for a moment, before settling into a humanoid form. With another burst of orange light, a being of pure arcane energy appears inside the steel armor and grasps the broadsword lying nearby. It focuses its blazing red eyes on you and surges forward."

The arcane guardian is the surviving member of the dual shield guardians that used to patrol the library. When the library fell, the resulting arcane blast overloaded the shield guardians and only one was able to withstand the raw power. When he awoke the next night, he was freed from his servitude, but found he only had one purpose in this life.

The arcane guardian takes his job very seriously and wastes no time in attacking. He lies dormant to conserve his power, but wakes so fast no creature can sneak up on him. He tries to fight characters one on one with a combination of his spells and swings from his spellblade. If he's feeling pinned down, he'll emit a blast of force that sends his enemies flying.

ARCANE GUARDIAN

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 162

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	6 (-2)	10 (+0)	8 (-1)

Senses blindsight 10', darkvision 60', passive perception 10

Damage Resistances poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands draconic, but can't speak

Challenge 9 (5,000 XP)

Unbound. The arcane guardian is freed from the amulet that controlled it. Though it can now do as it pleases, it was created for one purpose and will continue to do that until it finds a new one.

Regeneration. The arcane guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spellcasting. Infused with arcane magic, the arcane guardian can mold and shape that energy into wizard spells. See chapters 10 and 11 of the Player's Handbook 5th Edition for the general rules of spellcasting and a full list of spells available.

- **Cantrips known:** *Acid Splash, Fire Bolt, Ray of Frost*
- **3rd level spell slots:** 3
- **3rd level spells known:** *Fireball, Lightning Bolt*
- **Spell save DC:** 9 = 8 + 3 proficiency bonus - 2 intelligence bonus
- **Spell attack modifier:** 1 = 3 - 2

ACTIONS

Multiattack. The arcane guardian makes one melee attack and casts one spell per turn. The force wave ability is considered a spell for the purposes of this metric.

Spellblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 4) + 8 (2d6) electricity, fire, or ice damage, the arcane guardian chooses and can change the type each turn.

Force Wave, 2/day. The arcane guardian can emit a 30' blast of force. This force deals 10 (2d6) force damage and pushes all creatures of medium or smaller size back 30'.

ARCANE MOTE

"Out of the corner of your eye, you see a large ball of dust float toward you. At first you think it is being carried by the breeze, but it seems to notice you and stop in midair. It almost appears alive..."

Akin to a magical elemental, the arcane mote is a creature of pure arcane force. It was created when a piece of cloth got caught in an arcane rift. It acted like a sponge, absorbing more and more radiation until it gained a semblance of sentience. Its spends most of its time basking in the arcane radiation that permeates the air.

It appears to be a speck of dust on the breeze until it gets its first taste of magical power. It will attack at random until a creature injures it. When this occurs, the arcane mote will target that creature exclusively until it is dead. The arcane mote doubles in size with every spell. Once the arcane mote absorbs three spells, it begins to shine a bright white.

ARCANE MOTE

Tiny arcane abomination, unaligned

Armor Class 19 (natural armor)

Hit Points 147

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	21 (+5)	10 (+4)	16 (+3)	6 (-2)	12 (+1)

Senses passive perception 14

Condition Immunities charmed, exhaustion, frightened, paralyzed, prone, poisoned

Languages none

Challenge 10 (5,900 XP)

Magical Absorption. The arcane mote takes half damage from all spells and absorbs the rest. For every spell cast upon it, it doubles in size. Once it absorbs three spells, it begins to shine a bright white light which puts all attackers at disadvantage.

Spellcasting. Infused with arcane magic, the arcane mote can mold and shape that energy into wizard spells. See chapters 10 and 11 of the Player's Handbook 5th Edition for the general rules of spellcasting and a full list of spells available.

- **Cantrips known:** *Acid Splash, Fire Bolt, Ray of Frost*
- **3rd level spell slots:** 5
- **3rd level spells known:** *Fireball, Lightning Bolt*
- **4th level spells slots:** 3
- **4th level spells known:** *Evard's Black Tentacles, Ice Storm*
- **Spell save DC:** 14 = 8 + 3 proficiency bonus + 3 intelligence bonus
- **Spell attack modifier:** 1 = 3 - 2

ACTIONS

This creature has no physical attacks.

ARCANUS

"You hear a soft shuffling at the opposite end of the cavern as you approach, but you can't pin down its location. You immediately get the eerie sensation of being watched and, quickly glancing above you, you see what looks like a humanoid zombie covered in pustules that ooze arcane goo. Its tattered form looks at you with wide, entirely purple eyes and smiles a toothless grin."

The arcanus is a zombie of sorts. Powered by the errant arcane energies of the library and Biblius' inborn abilities, it is a mindless corpse subject to the most basic and powerful emotions. It prowls the engine chamber looking for a way out. Tragically, it is forever trapped, until the players arrive that is. It moves like some sort of spider, preferring to crawl along the ceiling rather than drop down and face the players. It will exhaust its spells before dropping down and engaging the party physically.

ARCANUS

Medium arcane undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 179

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	13 (+1)	8 (-1)	7 (-2)	8 (-1)

Condition Immunities charmed, exhaustion, frightened,

Senses passive Perception 11

Languages none

Challenge 11 (7,200 XP)

Arcane Rage. The arcanus is filled with arcane radiation making him resistant to magical effects. Damage dealt by spells is halved and he is immune to any effects that would change his shape or otherwise transform him.

Mindless. The arcanus is incapable of communication and acts based on primal emotion.

Spellcasting. Infused with arcane magic, the arcanus can mold and shape that energy into wizard spells. See chapter 10 of the Player's Handbook 5th Edition for the general rules on spellcasting.

- **Cantrips known:** *Acid Splash, Fire Bolt, Ray of Frost,*
- **3rd level spell slots:** 5
- **3rd level spells known:** *Fireball, Lightning Bolt*
- **4th level spells slots:** 5
- **4th level spells known:** *Evard's Black Tentacles, Ice Storm, Phantasmal Killer*
- **5th level spells slots:** 3
- **5th level spells known:** *Dominate Person, Cloudkill,*
- **Spell save DC:** 14 = 8 + 3 proficiency bonus - 1 intelligence bonus
- **Spell attack modifier:** 1 = 3 - 2

ACTIONS

Smash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 21 (3d8 + 4)

BOOK GOLEM

"As you reach your hand into the murky depths, you feel a glossy mass of some kind. You pull your hand back almost instantly, but your slight touch was enough to awaken it. The

murky water parts before you as you scramble backwards. In moments an 8' humanoid looms before you. It has no discernable features at first, just a mass of leather covered in archaic draconic symbols that glow a dull orange, but then its face lifts up on a hinge revealing a swirling mass of parchment. It takes one massive shuddering breath and exhales a 30' cone of swirling parchment stars that cut like knives."

The book golem was never supposed to exist. Most golems are created by a wizard or sorcerer for a purpose, but the book golem was not. It came into existence a few weeks after the initial blast of arcane energy had turned into a lingering radioactivity. A mass of parchment, vellum, and leather congealed into a vaguely humanoid form and was infused with arcane energy resulting in the horrific book golem.

Book golems are notoriously indolent and don't attack until they feel there is no other option. When they do attack, they are ruthless and try to end the attack as soon as possible so they can return to doing nothing.

BOOK GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 65

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	8 (-1)	9 (-1)	8 (-1)

Damage Resistances lightning, poison, and bludgeoning

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Blindsight 30', passive Perception 11

Languages understands draconic, but can't speak

Challenge 9 (5,000 XP)

Immutable Form. The book golem is immune to any spell or effect that would alter its form.

Natural Armor. The book golem is covered in a thick hide of leather.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 4)

Cone of Parchment, 3/day. The book golem exhales a maelstrom of paper stars in a 30-foot cone. Each creature in that area must succeed on a DC 15 reflex save or take 21 (4d8) slashing damage. Creatures who succeed on their save take half damage instead.

CORRUPTED INTESTINE

"You see a pile of large eel-like creatures crawling all over themselves. The smell is putrid, like a rotting body mixed with stale air and causes you to audibly gag. Unfortunately for you, this catches the attention of the creatures and they begin rushing towards you down the wide hallway. As they rush towards you, you realize the awful truth. They are giant intestines, filled to the brim with decay and oozing a horrible acid that leaves a wide scorch mark across the floor behind them."

Powered by malice and an intense hunger for living flesh, this undead intestine has been warped and widened into the size of a large dog. The intestines used to belong to a bib who was trapped inside the hallway when the library fell. He tried to enlarge himself, so he could break out, at the same time Biblius cast his magic resulting in his upper half being disintegrated by magic. His intestines rose the next day, partially decayed, but still retaining enough flesh to appear greyish and sickly.

Corrupted intestines tend to travel in groups of three or more. They slither towards their foes spewing bile and coagulated blood like monstrous rotted vipers, they prefer to use their vomit attack to weaken their prey before moving in to constrict them.

CORRUPTED INTESTINE

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 53

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	10 (+0)	6 (-2)	8 (-1)	6 (-2)

Condition Immunities charmed, exhaustion, frightened

Senses Blindsight 30', passive Perception 11

Languages understands draconic, but can't speak

Challenge 6 (2,300 XP)

ACTIONS

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) damage and the creature is now considered grappled.

Unholy Vomit, (Recharge 5-6). The corrupted intestine vomits in a 15' line that is 5' wide. Each creature caught in that line must make a DC 14 dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much on a successful one.

CREEPING LURK

"You feel a tingle on the back of your neck and your hairs begin to stand on end. A low mournful violin begins to play somewhere close by, but when you look you can't place it anywhere. Tears stream down your face as you search for the source, falling deeper and deeper into the emotions of the darkly beautiful sonata. Before you a hazy feminine shape slowly emerges into the light, as you fall to your knees in awe."

Creeping Lurks are the tragic combination of necromantic energy and a forlorn heart. They appear as ghostly floating elves with empty eyes and no mouths. Each creeping lurk is different based on the type of instrument it played in life, sometimes they appear to have cricket legs that sound like a violin or seem to possess hollow horns that sound like a flute. Regardless of the type of instrument, they all emit a mournful melody that causes all but the most stalwart to drop to their knees in awe.

Creeping Lurks hate the universe for suppressing their musical talents with something as petty as death. They vow to rid the earth of all living creatures to increase their ghostly audience. Usually, a creeping lurk will follow a creature or group of creatures for a while using its invisibility ability to remain undetected. Then, when the time is right, the creeping lurk will use its draining melody ability to mesmerize its prey and suck the life force from them.

Sometimes whole choirs can be transformed into creeping lurks, combining their infernal instruments into a truly terrifying force. During the ages of dread, roving necromancers would bring whole villages to their knees with only a single choir of creeping lurks.

CREEPING LURK

Medium undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 22

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	13 (+1)	8 (-1)	16 (+3)

Condition Immunities charmed, exhaustion, frightened, poisoned, prone, unconscious

Senses darkvision 30', passive Perception 11

Languages understands common and elvish, but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The creeping lurk can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Mournful Song. A creeping lurk targets a creature it can see within 30 ft. and begins playing. The targeted creature must make a DC 13 Wisdom saving throw, becoming paralyzed upon failure, and taking 2 (1d4) psychic damage with a success. The creature can repeat its saving throw at the beginning of every subsequent turn, freeing itself and taking 2 (1d4) psychic damage on a success.

Consume Life. As a bonus action, the creeping lurk can target a creature it can see within 5 feet of it that has succumbed to its draining melody ability. The target must succeed on a DC 13 Constitution saving throw or take 16 (3d8) psychic damage. Any damage dealt this way heals the creeping lurk resulting in it regaining half the damage back in hit points.

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 17 (3d8) necrotic damage.

Invisibility. The creeping lurk magically becomes invisible until its attacks or uses any of its abilities.

DARUNI

"As you struggle to open this infernal book, a cloud of shadow begins to coalesce in front of you. Suddenly the temperature plummets by twenty degrees and the darkness opens its one hideously large red eye. Three purple tentacles reach down from the swirling darkness and begin grabbing desperately at the ground. You hear a deep, resonating voice call out as if from miles away. It says, 'I am here, my master. I will free thee from thy bondage.' as two more shadows coalesce around you."

The daruni are an ancient race of warlocks that use the Grim Dusk's power as their own. Originally, they were patrons of Hades, the source of ultimate evil. When the Grim Dark arose, they flocked to him like moths to a black flame. It's been thousands of years since they've heard from their patron, but they feel his presence in their infernal abilities.

The daruni always travel in threes and prefer to torture their victims before killing them. They pull their victims into their shadowy form where their insides are filled with oozing tentacles and gnashing fangs. If they are ever outnumbered, they will emit a wasting gas that saps their attacker's strength. This gives them a better chance of defeating their foes and prolongs the torture they can inflict.

DARUNI

Medium outsider, neutral evil

Armor Class 17 (natural armor)

Hit Points 94

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	15 (+2)	14 (+2)	10 (+0)

Damage Resistances cold and acid

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Truesight 30', passive Perception 11

Languages understands and speaks abyssal and infernal

Challenge 7 (2,900 XP)

Horrifying Vision. The daruni is terrifying to behold, any creature who gazes upon it must succeed on a DC 13 wisdom saving throw or become paralyzed with fear for 3 (1d4) rounds. The creature can repeat the save at the start of its turn, immunizing itself from the effects for one day on a success.

Wasting Gas 2/day. The daruni is a native of the plane of Hades and can emit a plume of wasting gas. Every creature within 30' must make a constitution saving throw or take 1 point of temporary strength damage and lose their will to attack for 1 round. The strength damage is recovered when the gas dissipates.

Spellcasting. Endowed with the infernal magic of the Grim Dark, the daruni can mold and shape that energy into warlock spells. See chapters 10 and 11 of the Player's Handbook 5th Edition for the general rules of spellcasting and a full list of spells available.

- **Cantrips known:** *Chill Touch, Eldritch Blast*
- **3rd level spell slots:** 3
- **3rd level spells known:** *Hunger of Hadar, Hypnotic Pattern, Vampiric Touch*
- **Spell save DC:** 13 = 8 + 3 proficiency bonus + 2 intelligence bonus
- **Spell attack modifier:** 5 = 3 + 2

ACTIONS

Tentacle Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 2)

EGO INGESTOR

"The oak chair looks ornate, but you don't sense anything off about it. When you reach out and brush your fingers over the side, you feel spines emerge from the chair. Everything and everyone you knew, including your own identity, flows out of your mind and into the spines. You fall back and gaze up in mounting horror. You don't know what the weird mass of grey tentacles in front of you wants, but it can't be good."

The ego ingestor used to be a somewhat tame mindflayer who would regularly assume the disguise of a Bib and gorge himself on the knowledge in the library. When the History was created, he was infused with the errant arcane radiation and became an even worse horror.

The ego ingestor can absorb information with a single touch, leaving a blank canvas behind. Book, painting, dwarf, it makes no difference. Nothing remains. If this wasn't bad enough, the creature's body can assume any shape, color, or texture like a mimic. Should the creature ever be destroyed, the knowledge and personalities it has absorbed revert back to their rightful owners.

EGO INGESTOR

Medium abberation, neutral evil

Armor Class 17 (natural armor)

Hit Points 105

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	20 (+5)	16 (+3)	14 (+2)

Damage Resistances magic

Senses Darkvision 30', passive Perception 11

Languages speaks and understands all languages

Challenge 9 (5,000 XP)

Immutable Form. The ego ingestor is immune to any spell or effect that would alter its form.

Magic Resistance. The ego ingestor has advantage on saving throws against spells and other magical effects.

Disruptive Camouflage. The ego ingestor can take the shape, color, texture, and even taste of anything between the sizes of small and large. It can change its form in the blink of an eye, even while in combat, but only on its combat turn. While very effective, this camouflage is not perfect. Any character who succeeds on a DC 18 perception check can see the flaws in its form.

False Call. The ego ingestor can mimic the voice of any creature it has heard speak in the last day. Those hearing its false call must succeed on a DC 18 wisdom check to have any hope of hearing an error.

ACTIONS

Tentacle Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6)

Ego Sap. Any creature hit by the tentacle mace must make a DC 14 intelligence saving throw or have their personality and memories absorbed by the ego ingestor. While the creature is in this state it is unable to attack or defend and lies prone. If the creature succeeds, it becomes immune to the ego sap for 1 day.

FLESH SPHERE

"You see a sphere of partially decomposed flesh the size of a basketball floating 3' off the ground. As you approach, it opens a giant filmy eye that begins to glow with a dark green light. Suddenly it explodes in a fiery blaze, throwing chunks of viscera and an avalanche of blood all over you."

This floating sphere of dead flesh is powered by a hatred for all living things. Originally one of the few members of the library's staff that stayed loyal to Biblius, the cataclysm that rocked the library destroyed her body and raised her as a flesh sphere.

The flesh sphere has a one-track mind for destruction. It has grown incredibly bitter throughout its long experience as an undead. It still possesses a mind of sorts, but it has been twisted by loneliness and jealousy. It knows the fields of green and skies of blue are not for it anymore and if it can't have that, then no one should. When it encounters a group of three living creatures or more within sight, it explodes in hellish fury.

FLESH SPHERE

Small undead, chaotic evil

Armor Class 10 (natural armor)

Hit Points 78

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+2)	10 (+0)	12 (+1)	11 (+0)	6 (-2)

Senses passive Perception 11

Languages understands all languages spoken by its creator, but can't speak

Challenge 7 (2,900 XP)

Undead Buoyancy. The flesh sphere hovers three feet off the ground with unholy malevolence. If it should happen to touch the ground, it immediately explodes.

ACTIONS

Epic Self Destruction. The flesh sphere explodes in a sphere with a diameter of 15 feet. Each creature in that sphere must make a DC 15 dexterity saving throw, taking 38 (6d8) necrotic damage on a failed save, or half as much on a successful one. This destroys the creature utterly, leaving nothing but blood and chunks of flesh behind.

GOOSEFLESH

"You see a sheet of slightly decayed skin lying in a heap on the floor. The smell is sickening and it takes all your fortitude not to vomit up your lunch. As you approach, the pile of flesh begins to lengthen into an eel like creature and slither toward you."

This crawling pile of wrinkled and weathered skin is sickening to behold. When the library fell, three dwarf brothers were knocked unconscious and landed on top of each other in a heap. When Biblius worked his spell, it ripped the skin from the dwarves and bound them together into a large festering pile of gooseflesh.

Though undead, gooseflesh moves and behaves like an ooze. Falling, rather than crawling, towards the closest living creature, and trying to dissolve the creature in its noxious folds. It oozes a kind of necrotic stomach acid that it is especially effective on bone to dissolve and consume its victims.

GOOSEFLESH

Medium undead, unaligned

Armor Class 10 (natural armor)

Hit Points 102

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	4 (-3)

Damage Immunities acid, cold, lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60', passive Perception 8

Languages None

Challenge 6 (2,300 XP)

Amorphous. Gooseflesh can move through a space as narrow as 1 inch wide without squeezing, it loses this ability if it is currently ingesting something.

Spider Climb. Gooseflesh can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swell. Gooseflesh can, as a free action, swell to inhabit its entire space. Other creatures can enter the space, but a creature that does so is subjected to the gooseflesh's ingest ability and has disadvantage on the saving throw.

ACTIONS

Flesh Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage and 4 (1d6) necrotic damage

Ingest. The gooseflesh moves towards another creature one size category smaller at the largest, entering its space and causing the creature to make a DC 13 dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 ft. back or to the side of the gooseflesh. On a failed save, the gooseflesh moves into the creature's space causing the creature to take 4 (1d6) necrotic damage and 9 (2d6) crushing damage. An ingested creature can't breathe, is restrained, and takes this damage at the beginning of each of the gooseflesh's turns.

Should the gooseflesh choose to move, it leaves any ingested creatures in the square they were ingested in. The creature lies prone and stunned for one round. An ingested creature can attempt to free itself on its turn by succeeding on a DC 14 strength check and moving into an adjacent square.

GOOSEFLESH (LARGE)

Large undead, unaligned

Armor Class 10 (natural armor)

Hit Points 177

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+5)	14 (+2)	10 (+0)	11 (+0)	4 (-3)

Damage Immunities acid, cold, lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60', passive Perception 8

Languages None

Challenge 9 (5,000 XP)

Amorphous. Gooseflesh can move through a space as narrow as 1 inch wide without squeezing, it loses this ability if it is currently ingesting something.

Spider Climb. Gooseflesh can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swell. Gooseflesh can, as a free action, swell to inhabit its entire space. Other creatures can enter the space, but a creature that does so is subjected to the gooseflesh's ingest ability and has disadvantage on the saving throw.

ACTIONS

Flesh Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 2) piercing damage and 9 (2d6) necrotic damage

Ingest. The gooseflesh moves towards another creature one size category smaller at the largest, entering its space and causing the creature to make a DC 13 dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 ft. back or to the side of the gooseflesh. On a failed save, the gooseflesh moves into the creature's space causing the creature to take 9 (2d6) necrotic damage and 13 (3d6) crushing damage. An ingested creature can't breathe, is restrained, and takes this damage at the beginning of each of the gooseflesh's turns.

Should the gooseflesh choose to move, it leaves any ingested creatures in the square they were ingested in. The creature lies prone and stunned for one round. An ingested creature can attempt to free itself on its turn by succeeding on a DC 14 strength check and moving into an adjacent square.

HUNGRY SKULL

"You see a floating skull with small bits of rotting flesh falling off in drips and drabs. It flies through the air like an unholy hummingbird, zipping around the room before burying its 6-inch fangs into one of your compatriots shoulders. As its hollow fangs slurp up blood it begins to turn from a ghostly white to a dark crimson."

During the fall of the library three vampire spawn snuck in to steal its secrets. Once the walls began to sink and the doors slammed shut, they became trapped in the reading rooms. When Biblius worked his spell, it transformed the sly vampire spawn into ravenous beasts. Over their years of captivity, they slowly ate each other until only their gleaming skulls remained.

The hungry skull is completely mindless and flies at the first creature it sees, cackling madly and latching on wherever it can. When it isn't actively latching on, it mocks the players mercilessly between fits of psychotic laughter.

HUNGRY SKULL

Tiny undead, unaligned

Armor Class 15 (natural armor)

Hit Points 142

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	4 (-3)

Damage Immunities acid

Condition Immunities charmed, blinded, exhaustion, frightened, prone

Senses blindsight 60', passive Perception 8

Languages common

Challenge 5 (1,800 XP)

Indominable Will. The hungry skull has survived for millennia without blood and has hardened itself because of it, this results in a resistance to most vampire weaknesses with the notable exception of sunlight.

Sunlight Destruction. The hungry skull has become so susceptible to sunlight after its millennia of darkness that if it ends its turn in direct sunlight, it explodes dealing 12 (3d6) necrotic damage to anyone within 15 feet of it.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 4) piercing damage and 4 (1d6) necrotic damage. The hungry skull regains half of the damage dealt by this attack in hit points.

Grave Breath. The hungry skull exhales a thick plume of smoky darkness in a 15-foot line that is 2 feet wide. Each creature must make a DC 15 dexterity saving throw, taking 16 (4d6) necrotic damage on a failed save, and half as much on a successful one.

NEPTUNIAN FLYTRAP

“As you ease open the door, the scent of fresh flowers and pollen fills your nose. The room is covered over completely with thick green vines that sprout small orange flowers. The vines cover every surface except a small patch near the center where a giant 3’ flower is growing. The flower is alive with vivid hues of purple and silver and its petals are wide and bowl shaped with a clear pool of orange liquid in the center. It smells delicious, like apples dipped in honey, and part of you longs to know what it tastes like.”

The neptunian flytrap is the epitome of an ambush predator, perpetually lying in wait for a creature to become intoxicated from its delicious scent. They originated in the feywild, but can be found in some of the less traveled tunnels of the underdark. They feed off the goo remnants of the creatures that fall into their trap, similar to a pitcher plant except the size of a shed.

It starts as a tiny red seedling, but within months its vines fill the nearest enclosed space. Its vines are covered in flowers that emit two types of pollen. The flower that grows in the center of the vines is filled with a powerful nectar that beguiles those who consume it, but smells delicious. When creatures consume its contents, they fall under the spell of the neptunian flytrap and welcome their demise with open arms.

NEPTUNIAN FLYTRAP

Large plant, unaligned

Armor Class 8 (inside), 20 (outside)

Hit Points 238

Speed Immobile

STR	DEX	CON	INT	WIS	CHA
18 (+4)	None	20 (+5)	13 (+1)	10 (+0)	19 (+4)

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses scent 60’, mindreading 60’

Languages None

Challenge 10 (5,900 XP)

Stationary. The neptunian flytrap is incapable of movement due to its massive root structure.

Neurotoxic Pollen. The neptunian flytrap emits a thick orange pollen that coats everything within 30’ of the plant and can be carried on the wind as far as a mile. Any creature who inhales it must make a DC 18 wisdom saving throw or become paralyzed by the powerful neurotoxins in the pollen. The creature can repeat the saving throw at the beginning of each of its turns and gains immunity from the pollen for 1 day if successful. The pollen can be cleared out with a strong gust of wind, but will return on the start of the plant’s next turn. The flowers can only emit one type of pollen at a time.

Digestive Pollen. The neptunian flytrap uses a very acidic pollen to dissolve its paralyzed prey and feed on the resulting juices. Every creature within 10’ of the neptunian flytrap takes 22 (4d8) acid damage every round the thick black pollen hangs in the air. The pollen can be cleared out with a strong gust of wind, but will return on the start of the plant’s next turn. The flowers can only emit one type of pollen at a time.

Mind-numbing Nectar. The neptunian flytrap produces a clear orange nectar in the bowl of its central flower that smells like apples dipped in honey. Any creature who drinks the delicious smelling nectar must make a DC 16 wisdom saving throw or become a puppet of the neptunian flytrap. Any creature who fails the save falls deeply in love with the plant and will do anything in their power to protect it. The creature stays this way for 2 (1d4) rounds, but can attempt the save at the beginning of every turn after that. If successful, the creature gains immunity from the nectar for 3 (1d4) days.

ACTIONS

Multiattack. The neptunian flytrap attacks twice with its vines every round.

Vine Smack. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 4) bludgeoning damage

SHADOW FELLOW

"You see a frozen corpse wearing a purple lined cloak of black silk. Based on the height and slightly decayed ear of the corpse, you're guessing it used to be a female elf. She couldn't have been here when the library fell, or she'd be a pile of bones and dust by now. As you approach you see it begin to shiver and whisper softly. 'Cold...' it says softly in draconic 'So coooold.' Slowly the corpse rises to her feet and turns her icy gaze on you. 'I need your warmth' she says in a chilling tone."

A former member of the Alliance of Elven Mages, Trist Duskfall refused to go quietly into that good night. When the library sank and Biblius' treachery was revealed, Trist swore revenge on her former teacher. Knowing her own death was imminent, she took her knowledge of necromancy and raised herself as an undead. The spell didn't go as planned. She hopped to rise as a lich, but she didn't have enough raw power to make the transformation possible. Instead the spell robbed her of her magic and energy, causing her to rise as a shadow fellow.

The shadow fellow is a corpse constantly searching for warmth. Its heart is frozen solid and devours any shred of heat it can find, leaving the surrounding area a frozen wasteland. The shadow fellow shivers and chatters its teeth constantly. It pleads to any creature it can find for warmth, but it can never be satisfied with a blanket or a fire. It forever craves the heat of the living.

SHADOW FELLOW

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 83

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	10 (+0)

Damage Resistances magic

Senses Darkvision 30', passive Perception 11

Languages Draconic

Challenge 9 (5,000 XP)

Cold Blooded. The shadow fellow is immune to fire and gains hit points back equal to half of the spells damage. This effect is similar to what plants experience when hit with lightning damage.

Frozen Skin. The skin of the shadow fellow is incredibly cold to the touch and deals 8 (2d6) cold damage to any creature who touches it.

Chilling Aura. The shadow fellow gives off an unholy chill from its frozen heart. Any creature within 30' must succeed on a DC 14 constitution saving throw or take 4 (1d6) cold damage every round.

ACTIONS

Chilling Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 4) cold damage.

Icy Gaze, 3/day. The shadow fellow chooses one creature within sight, that can also see it, and locks eyes with the creature. The creature must succeed on a DC 14 wisdom saving throw or be frozen in place, taking 24 (5d6) cold damage every round it remains frozen. On the creature's next turn, and on every turn after, can attempt to free itself from the ice by succeeding on a DC 16 strength check.

SHADOW PROWLER

"You sense something behind you and whirl around, but you see nothing but shadows. When you turn back around, you find you are face to face with a giant wolf made of living shadow. You freeze, hoping it's just a trick of the light, but its shadowy lips part into a snarl revealing a row of jagged shiny teeth that are all too real."

The shadow prowler is a terrifying creature that prowls the line between this realm and the shadowfell. Drawn by the undeath permeating the library, it has made a nice lair for itself in the hallway between the vault and the larger chamber. Normally, it prowls the area near the lake, several hundred feet above. When it finds a victim, it pounces and pulls the poor creature through the shadow realm and into the hallway below to be devoured at its leisure.

When the characters arrive, it is happily napping in the shadowfell. As they pass through the door and into its domain, the shadow prowler will sense their presence and awaken. It will try to separate the party first, appearing here and there to confuse the players, before pulling them into the shadowfell one by one using its draw of the shadow ability. Once in the shadowfell, the shadow prowler will use its draining strike.

SHADOW PROWLER

Medium monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 150

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Senses Darkvision 30', passive Perception 11

Languages Abyssal

Challenge 9 (5,000 XP)

Made of Shadows. The shadow prowler is mostly incorporeal and any character that wants to strike it with a melee attack must roll 1d4. Evens the character hits, odds the character misses.

Shadowmeld. The shadow prowler can use any shadow it can see to travel into and out of the shadowfell as a free action.

ACTIONS

Multiattack. The shadow prowler attacks twice with its draining strike or once with its draw of the shadow.

Draining Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) slashing damage and 8 (2d6) negative energy damage.

Draw of the Shadow. The shadow prowler chooses one victim within sight. That victim must make a DC 14 dexterity saving throw or be consumed by shadows, falling headfirst into the shadowfell. The victim takes a level of exhaustion for every round spent in the shadowfell and can only be released upon the death of the shadow prowler.

APPENDIX 2: BOSSES & NPCs

BYREN

"It rises to its full height and you see a massive snake with a humanoid face. Its scales are a lustrous purple except for a thin strip of orange running down its back. It fans out before you and rears back, ready to strike again. 'YOU WILL NEVER TAKE MY SHINY!' it yells as it flings itself at you."

Byren used to be king of the spirit naga when the library was at its height. Long ago he headed a colony of over 5,000 naga. He was set to rule over his whole species, but still faced resistance from some of the older regional leaders who maintained a strong grasp on their people's minds.

When a young bib came to his gates asking after a cure for everything, he knew he had his chance. This bib came from the fabled land of Book, renowned for its control over magic and ultimate knowledge. After torturing the bib until he gave up the location of the library, Byren swore to his people he would return with all the riches of Biblius.

When he arrived at the library, the defenses were down, and looting was rampant. No one had seen Biblius in almost twenty years, most thought he was dead. Still as soon as Byren slithered through the doors, alarms sounded throughout the library. Byren made it as far as the main chamber before Biblius sunk the whole place.

He was thrown against the ceiling and knocked unconscious, when he awoke he found he was filled with an intense and uncontrollable arcane energy. Slowly this energy eroded his mind and transformed him from a spirit naga into an arcane naga. Nagas can't die and every time Byren reformed he was slightly changed from the radiation. Now he is completely insane and drones on about the gear incessantly in a high pitched, whiny voice. Use the phrases below as inspiration.

- MY SHINY!
- YOU DARE DEFY BYGEN!?
- SHINY, SHINY GEAR...
- YOU'LL NEVER GET IT, IT'S MINE!
- MIGHTY BYSEN PROTECTS THE SHINY!
- KEEPSIES FOREVER!
- I WILL RISE AGAIN, I AM BYBEN!

BYREN

Arcane naga, large monstrosity, chaotic evil

Age 2795

Height 12'

Armor Class 19 (natural armor)

Hit Points 109

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	16 (+3)	8 (-1)	9 (-1)	12 (+1)

Saving Throws Dex +8, Con +7

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive perception 14

Languages Common, Abyssal

Challenge 10 (5,900 XP)

Arcane Rage. Byren is filled with arcane radiation making him resistant to magical effects. Damage dealt by spells is halved and he is immune to any effects that would change his shape or otherwise transform him.

Tainted Rejuvenation. If he dies, Byren returns to life in 1d6 days and regains all his hit points. Every time this happens, Byren adds one point to either his strength or dexterity and subtracts one point from his intelligence. Only a wish spell can prevent this trait from functioning.

ACTIONS

Multiattack. Byren can make two attacks: one slam and one bite.

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 17 (3d8) bludgeoning damage

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+4) piercing damage, and the target must make a DC 13 constitution saving throw, taking 35 (8d8) poison damage on a failed save, or half as much damage on a successful one.

ETHEL

"You see a small leather journal with a weirdly realistic face for a cover. As you enter, the small book's eyes open and it stares up at you in disbelief. It quickly jumps to its feet and begins running over to you with a wide smile on its tiny feminine face."

Ethel used to be one of Biblius' best pupils. She was staying in the library to try and reason with Biblius when Byren broke in. She hid in a reading room and tried to find a spell that would allow her to escape. When she settled on one to try, Biblius worked his spell and she was fused into the book by the fallout. When she awoke 2 days later, she realized her fate.

For the first few years Ethel tried desperately to escape, terrified of the floating flesh sphere above her, but eventually she accepted her fate and settled in to wait out eternity. She slept as much as she could and dreamed of better days from

her childhood. Verdant fields of orange grass, tall purple trees with delicious white fruit, her family, her friends. Every few decades she would awaken and remember her captivity, praying to Pelor for it to end. Sadly, he never answered her prayers.

Once she was the nicest and kindest citizen in all of Book, but the years spent in this horrible place have made her incredibly pessimistic. She spends her few waking hours seething with rage. Rage at Biblius for trapping her here, rage at Pelor for ignoring her prayers, but ultimately rage at herself for letting this happen. When the players find her, she thinks they've been sent by Pelor to save her and end her eternal damnation. When she finds out otherwise, she laughs at her good fortune and the greed of the young.

She will help the party in any way she can, but there is little she can do in her current form. Note that she does have truesight and can see invisible creatures, but mostly Ethel is a window into the past, a look at what the library used to be at its height. Now that she has someone to talk to, she is very hard to shut up. She loves to describe the old city and her long-lost people. Feel free to make up any crazy story about Book at its height, but try to stick to these few restrictions.

- Book was a very advanced city
- The people were nice, but hedonistic
- There were many gods in Book
- Food was exceptional
- Entertainment was mind-blowing and what they were known for
- Library taught classes in everything

Ethel becomes attached to the party very quickly and comes to rely on them for emotional support. Even if they don't want to take her with them, she will still follow them from the shadows and try to help when she can. Her ultimate goal is to retake human form, but failing that she simply wants to die and be with her family.

Should any character be so uncaring as to attempt to sell her to Rignorg, he will happily pay 100pp for the novelty, though she will not go quietly.

ETHEL

Living book, chaotic good

Age 2382

Height 6"

Armor Class 10 (Leather armor)

Hit Points 45

Proficiency Bonus +3

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	10 (+0)	16 (+3)	18 (+4)	15 (+1)

Senses Truesight 60ft.

Languages Common, Celestial, Draconic,

Challenge 1 (250 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 3 ft., one target.
Hit: 4 (1d4 + 1) bludgeoning damage

GARTH UNDERGOLD

"You see a stout, tan dwarf with bright blue hair. His blue braided beard falls down his grey hide armor and rests on his mud splattered hiking boots. Though he has a large scar across his left eyebrow that goes down his cheek, both his slate grey eyes appear intact. When he speaks, his squeaky voice gives away his young age, but he is quite well spoken and very polite."

Garth grew up in Mirabar and was always tinkering with something. Most of his inventions went nowhere, gaining him the ire of his fellow dwarves, but two weeks ago that all changed. Garth managed to "liberate" a small piece of blightore from his drow neighbors and, through some creative uses of the divination spell, align it to detect any magical effects in an area.

When the drow found out about his theft they pursued him mercilessly. He ran for days straight, pausing only to eat and rest at high noon. Eventually he made his way down the road to the freezing lake. He paused for a moment, but noticed a pulsing blue light coming from his bag. His device was picking up on the radiation from the library deep beneath the lake and, with the drow hot on his tail, he wasted no time in investigating.

Garth is very intelligent, but very young for a dwarf. His social skills leave something to be desired, but he tries to remain as polite as possible. He's spent most of his life in a wizard tower, so he is very sheltered in the ways of the world. He's trusting, generous, and kind, but prone to fits of talking to himself when something catches his interest.

Garth would love to accompany the party and provide whatever magical assistance he can. In exchange, he asks for nothing more than the party's protection from the drow that are after him. After his run in with the ego ingestor, he is more than willing to go back to his wizard tower and leave the adventure to the adventurers.

GARTH UNDERGOLD

8th level dwarf wizard, chaotic good

Age 82

Height 4' 8"

Armor Class 12 (Hide armor)

Hit Points 45

Proficiency Bonus +3

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	18 (+4)	11 (+0)	12 (+1)

Saving Throws Con +2

Senses Darkvision 60 ft.

Languages Dwarven, Common, Draconic, Undercommon, Celestial, Infernal

Challenge 8 (450 XP)

Spellcasting. As a student of arcane magic, Garth has a spellbook containing spells that show the first glimmering of his true power. See chapters 10 and 11 of the Player's Handbook 5th Edition for the general rules of spellcasting and a full list of spells available.

- **Cantrips known:** *Fire Bolt, Friends, Mage Hand, Prestidigitation*
- **1st level spell slots:** 4
- **1st level spells known:** *Comprehend Languages, Detect Magic, Expeditious Retreat, Feather Fall, Identify, Jump, Magic Missile*
- **2nd level spell slots:** 3
- **2nd level spells known:** *Alter Self, Arcane Lock, Knock, Magic Weapon, Rope Trick*
- **3rd level spell slots:** 3
- **3rd level spells known:** *Blink, Tongues, Water Breathing*
- **4th level spell slots:** 2
- **4th level spells known:** *Arcane Eye, Fabricate*
- **Spell save DC:** 15 = 8 + 3 proficiency bonus + 4 intelligence bonus
- **Spell attack modifier:** 7 = 3 + 4

Arcane Recovery. Garth has learned how to regain some of his magical energy by studying his spellbook. Once per day when he finishes a short rest, he can choose expended spell slots to recover. The spell slots can have a combined level

that is equal to or less than half Garth's wizard level (rounded up), and none of the slots can be 6th level or higher. Garth is an 8th level wizard so he can recover up to four levels worth of spell slots. He can recover a 4th level spell slot, two 2nd level spell slots, four 1st level spell slots, etc.

Transmutation Savant. The gold and time Garth must spend to copy a transmutation spell into his spellbook is halved.

Minor Alchemy. Garth can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. Garth performs a special alchemical procedure on one object composed entirely of wood, stone (but not gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes Garth spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

Transmuter's Stone. Starting at 6th level, Garth can spend 8 hours creating a transmuter's stone that stores transmutation magic. Garth can benefit from the stone himself or give it to another creature. A creature gains a benefit of his choice as long as the stone is in the creature's possession. When Garth creates the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (Garth's choice whenever he chooses this benefit)

Each time Garth casts a transmutation spell of 1st level or higher, he can change the effect of his stone if the stone is on his person. If he creates a new transmuter's stone, the previous one ceases to function.

Garth's Journal. After the ego ingestor has been slain, the pages of this red leather journal fill with text. Most of the journal is of little importance, but the last three passages detail his ideas about the library.

- "I've made a grave mistake! Remember when I mentioned the blightore I 'liberated' from a drow encampment outside the city? Well apparently, they want it back and are willing to burn down my house to get it. I've thrown everything I have into my trusty bag of holding and am now on the run in the wilderness. My ARD has picked up a huge signature somewhere north of Waterdeep. I have no idea what it could be, but maybe it will help protect me from the drow who want my head."
- "I think... I think I've found the library of Biblius... I know, I know, it's supposed to be a myth, but everything fits, right down to the throne of Book! The drow are hot on my tail, but I can't pass up this

opportunity. Can you blame me? The history of the universe could be somewhere beneath my feet right now! I've passed the first test, though it took far longer than I would have liked. The drow are mere hours away, but I've planned a nasty surprise for them at the entrance. Hopefully, it will buy me enough time to find the History and figure a way out of this mess."

- "Ok, so this is definitely the library of Biblius. It's massive and humming with arcane energy. My best guess is that the History is the source, but I can't figure out how to get down to it. It has to be somewhere below me, but I can't get past the doors that lead to the reading rooms. Biblius was known for his love of puzzles and I think I've picked up the trail. I know the wheel holds the Darshi Journal, but it seems to be trapped inside the center dome. My research tells me that the journal was one of Biblius' most prized possessions and, according to Grefar the wise, it can be used to enter the library's secret lower level. If I could find the gear missing from the wheel and repair it somehow, I bet I could use the journal to decipher the Throne of Book. Grefar notes that a few patrons noticed Biblius' enter his throne room, but never come out. When they went in to check on him, he was nowhere to be found. Personally, I believe the Throne of Book has to be the entrance to the lower level and the secret path to the History. Hopefully, the key to the doors is somewhere in this section and I can find the missing gear in the reading rooms or maybe the great hearth. Wish me luck."

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage

Garth's Belongings

Bag of Holding	"A small leather pouch worn over the shoulder. When emptied out it somehow contains a worn leather spellbook covered in draconic runes, an entire laboratory's worth of alchemical equipment, and enough components for Garth to cast all his spells for the foreseeable future."
Rope, hempen (50 feet)	"A tangled mass of braided hemp coiled in the bottom of the bag of holding. Its fibers have turned grey from the dust."
Black Wool Blanket	"A 4-foot square of plush black wool that is incredibly warm."
Grappling Hook	"A three-pronged steel hook that is pockmarked with rust. It has a large ring at the base for attaching a rope."
Transmuter's Stone	"A small blue stone covered in white spots."
Knife	"A small, thin steel blade wrapped with a brown leather band."
Roasted Chicken	"A whole roasted chicken coated in a delicious glaze."

Three loaves of Underbread

ARD (Arcane Radiation Detector)

"Hearty and full of seeds, this thick golden-brown bread is very nutritious, gluten free, and supports a healthy ketogenic lifestyle."
 "A small piece of metal that is warm to the touch. It is carved with three concentric rings, each made up of 20 equidistant pieces of dark glass."

GRIM DARK

"Your fingers find a cool, dark leather cover covered in archaic runes and bound in thin silver chains. When you get a good look at it, you see it is made of pure black leather that seems to absorb the light around it. At first it has no title, but slowly a white script appears in your native language that reads 'The Grim Dark'. The book then shakes in your hand and a blood red eye appears in the center of the cover. You hear a voice in your head whisper, 'Let me out and all the riches of the world will be yours...'"

Long ago, a creature arose from the depths of Hades to terrify the outer realms. Known as the Grim Dark, it flowed through the planes like a plague, destroying good and uniting evil under one horrific banner. The gods raised their angel armies and eventually defeated the Grim Dark, but even they were unable to destroy it completely. Together, the gods created a vessel to contain the Grim Dark forever. This book is that vessel.

The Grim Dark is pure evil, undiluted and strong. It is older than time and has slept for longer than some gods have existed. Beyond that, it has had millennia to learn how to manipulate the minds of mortals. It will whisper to its owner about how unfairly it was treated, how good and evil are just mortal constructions. How its trying to prevent chaos by taking over. It may promise everything you can imagine, but its purpose is singular. It wants nothing less than the total subjugation of reality.

While trapped inside its book prison, it is mostly powerless, but can still supply power to others. It is crafty, highly intelligent, and ultimately wants out of this library as much as the characters do. Surprisingly, it has no interest in the History. If the Grim Dark is ever released, the knowledge in the History will pale in comparison to its own.

Once the eye appears, the Grim Dark will stop at nothing to get one of the players to open the book. None of the characters possess the necessary power to open the book, but if a character attempts it, it summons three of his followers. Known as a Daruni, it is a new monster detailed in Appendix 1. They will attempt to kill the party and obtain the book by using their waste ability first, then their unholy spells.

Any character holding the book notices the eye on the cover dimming and recovering with every attack made by the Daruni. This is because the Daruni are warlocks and use the Grim Dark's power as their own. Any spellcasters that hold the book can feel his infernal power. If his Daruni fail to kill the characters, he promises to teach any spellcasters how to use his horrible powers for their own. Any character that

chooses to do this can do so by multiclassing into warlock with their next level, but must immediately change their alignment to NE. When using the Grim Dark as a patron, his considered a great old one and grants the feature, pact of the tome.

Rignorg wants nothing to do with the infernal book and is secretly terrified of it. He won't touch it, he won't talk about it, he'll barely look at it. The book on the other hand, can sense Rignorg's power and desperately wants to use it. If the Grim Dark attempts to talk to Rignorg, he immediately kicks the party out of his dimension with a flick of his wrist and bars them from reentering for 24 hours.

THE GRIM DARK

Ancient elder god trapped in a book, neutral evil

Age ∞

Height 11"

Armor Class 30

Hit Points 2000

Proficiency Bonus +0

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0	0	0	26 (+8)	23 (+6)	24 (+7)

Senses Blindsight 200'

Languages All spoken by god and man, also a few that aren't

Challenge 30 (155,000 XP)

Persistent Personality. The Grim Dark has the ability to manipulate the minds of the mortals around him. Any creature in possession of his book for longer than 1 day must succeed on a DC 12 wisdom saving throw or begin to feel sympathetic to his cause. The creature must repeat this save every week, with the DC increasing by 2 every month.

Magical Font. The Grim Dark can be used as a spell focus for any warlock who worships him. This adds 2d6 negative energy damage to any spell cast by the warlock and causes their eyes to glow grey.

Summon Daruni, 1/day. The Grim Dark can summon three of its followers known as daruni, a new monster detailed in Appendix 1, once per day and whenever someone attempts to open it.

Eternal Bondage. The Grim Dark is forever trapped in a prison crafted from its own skin. Any creature with powers greater than a 20th level character may attempt to open the book, but must succeed on a DC 30 strength check. If they do so, then they are immediately consumed. The Grim Dark,

now freed, will gather its forces and attempt to retake the universe.

RIGNORG

"You see a magnificent dragon with scales the color of old parchment. Each scale has a different title, like the cover of a book, except for a line on its back that resembles the spine of some antediluvian tome. It is enormous and clearly ancient, taking a few moments to lift its heavy eyelids out of the pages of a thick tome. It sizes you up from its reclined position on the marble floor and snorts a plume of dust from its snout. 'Well, well.' it rumbles, shaking the books on their shelves. 'You had better have a very good reason for disturbing me, mortals. Do you have some morsel of knowledge for my consumption, or will I have to settle for your flesh instead?'"

Rignorg is an ancient book wyrm. Book wyrms are cousins of dragons, but split off from them several millennia ago. Their hunger for treasure and wealth has transformed into a quest for knowledge and novelty. They live for eons and the one inside this thick volume is easily 2,500 years old. This century he goes by Rignorg and spends most of his time in his demi-plane outside of reality. This 'Hungry Tome', and books like it, are doors to this realm and pull any creatures in a 30' cone into it unless they succeed on a DC 15 dexterity check.

Rignorg hasn't seen another creature in almost 400 years and was thoroughly enjoying himself. When the characters enter, he is reading a paperback sprawled out on the floor. He is a little perturbed at being disturbed, but quickly warms up to the party if they can offer him a book. If they tell them they're from the library he will offer to pay for any unique books they find, especially the magical texts. If they happen upon the History, he will give them his hoard of priceless magical items.

Rignorg is a likeable enough guy once the characters break through his bluntness. The more they visit him with books to sell, the more he warms up to them. After they've sold three books to him, he will offer his place as a safe haven. As long as they behave in a quiet and respectful manner, he will let them take short rests on the ground outside. After 6 books, he'll let them take long rests and camp outside on the lawn.

With the book, they can visit Rignorg whenever they want after the conclusion of this adventure. If the characters have sold him at least 6 books, he is rather forgiving when they're not able to bring him the History and admits he doesn't have a hoard of magical items to give them anyway. He could become a very powerful ally in the future should they play their cards right.

RIGNORG

Ancient book wyrm, true neutral

Age over 2,500 years old

Height 20'

Armor Class 24

Hit Points 1264

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	21 (+5)	22 (+6)	21 (+5)	18 (+4)

Languages All spoken by mortals

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If the book wyrm fails a saving throw, it can choose to succeed instead.

Unerring Appraisal. The book wyrm can properly appraise any item or book it finds to within 1sp of its true value.

Dimensional Rejection. The book wyrm may, at any time, eject those he chooses from his interdimensional space. All creatures failing to make a DC 16 dexterity saving throw are flung into the yellow haze surrounding the book wyrm's home and land back on the plane they came from. The 'Hungry Tome' refuses to work for this creature for 24-72 hours depending on what the book wyrm decides.

Spellcasting. As a book wyrm, Rignorg has a spellbook containing spells that show the first glimmering of his true power. See chapters 10 and 11 of the Player's Handbook 5th Edition for the general rules of spellcasting and a full list of spells available.

- **Cantrips known:** *Fire Bolt, Friends, Mage Hand, Prestidigitation*
- **3rd level spell slots:** 6
- **3rd level spells known:** *fireball, lightning bolt, slow*
- **4th level spell slots:** 6
- **4th level spells known:** *dimension door, phantasmal killer, polymorph*
- **Spell save DC:** 24 = 8 + 10 proficiency bonus + 6 intelligence bonus
- **Spell attack modifier:** 16 = 10 + 6

ACTIONS

Multiattack. The book wyrm can make three attacks: two spells and one bite or claw attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+4) piercing damage plus 1d4 intelligence damage

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+4) slashing damage

Frightful Presence. Each creature of the book wyrm's choice that is within 120' of the book wyrm and aware of it must succeed on a DC 19 wisdom saving throw or become frightened for 3 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on

itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the book wyrm's frightful presence for the next 24 hours.

Radiant Breath (Recharge 5-6). The book wyrm exhales a pure white light in a 90' line that is 10' wide. Each creature in that line must make a DC 18 dexterity saving throw, taking 54 (10d8) radiant damage and being blinded for 2 rounds on a failed save, or half as much damage on a successful one.

SHADE

"You hear something fall from the ceiling and land silently behind you. Before you can turn around something slams into your back and you fall forward. You spin around and see a drow in black robes with white hand and leg wraps. A black face wrap obscures everything but her penetrating violet eyes. She winks at you and fades into a nearby shadow. You fling yourself at her, but land on nothing but marble."

Shade is an assassin monk trained at the prestigious Academy of Darkness. Her most recent job involved the sacking of a duergar outpost and killing their commander. While on the way back with a unique piece of ore she found in their hold, her camp was robbed in broad daylight. A young dwarf, Garth, had stolen the ore from her and her underlings knew it. Above all Shade is a prideful and proud person, like most drow. This slight could not go unpunished.

She tasked her drider and four warriors with hunting the dwarf down and bringing back her ore while she returned the duergar commander's head to her matriarch, the Lady Shadow. A few days passed and eventually one of her warriors returned with a letter from Istralan, the drider. Initially Shade was furious that a head did not accompany the letter, but after learning of Istralan's discovery she left for the library immediately.

Her mind swam with the possibilities. She could found her own line and be her own matriarch. No more service to lesser drow, no more moving from job to job, no more trail rations. She could live in the lap of luxury, possibly even forever if the rumors were true. When she arrived, she found Istralan and her warriors dead, and the entrance to the library open for any who happened upon it.

Her pride demands that Garth pay the ultimate price, but if he's already dead Shade isn't above helping the party. Shade is known for being devious, clever, and highly intelligent. If she sees the tide of battle turn against her, she will bargain her skills in exchange for some library swag. She knows that the History can have only one true ruler, but she figures she can always use more cannon fodder. When the players have outlived their usefulness, she and her surviving band will turn on the party and try to take the treasure for themselves.

Shade's voice is very soothing and calm, like any movie you've seen with a kung fu master. She doesn't speak often and keeps her sentences short and to the point, valuing efficiency and speed over all else. She is ruthless and emotionless, seeing only her goal and nothing else.

SHADE

8th level drow monk, neutral evil

Age 142

Height 5'

Armor Class 19

Hit Points 96

Speed 45 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	19 (+4)	18 (+4)	20 (+5)	16 (+3)

Languages Undercommon, Common, Abyssal, Dwarven, Elvish, Infernal

Challenge 8 (3,900 XP)

Unarmored Defense. Beginning at 1st level, while she is wearing no armor and not wielding a shield, Shade's AC equals 10 + wisdom modifier + dexterity modifier.

Martial Arts. At 1st level, Shade's practice of martial arts gives her mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. She gains the following benefits while she is unarmored or wielding only monk weapons and she isn't wearing armor or wielding a shield.

- She can use dexterity instead of strength for the attack and damage rolls of her unarmed strikes and monk weapons.
- She can roll a d6 in place of her normal unarmed strike or monk weapon.
- When she uses the attack action with an unarmed strike or a monk weapon on her turn, she can make one unarmed strike as a bonus action.

Ki. Shade's training allows her to harness the mystic energy of ki. Her access to this energy is represented by a number of ki points. Her monk level determines the number of points she has. She can spend these points to fuel various ki features listed below.

- **Ki Points** 8
- **Ki save DC:** 16 = 8 + 3 proficiency bonus + 5 wisdom bonus
- **Flurry of Blows** Immediately after Shade takes the attack action on her turn, she can spend 1 ki point to make two unarmed strikes as a bonus action.

- **Patient Defense** Shade can spend 1 ki point to take the dodge action as a bonus action on her turn.
- **Step of the Wind** Shade can spend 1 ki point to take the disengage or dash action as a bonus action on her turn, and her jump distance is doubled for the turn.

Unarmored Movement. Shade's speed increases by 15 feet while she is not wearing armor or wielding a shield.

Monastic Tradition. Shade is committed to the Way of Shadow monastic tradition.

Deflect Missiles. Shade can use her reaction to deflect or catch the missile when she is hit by a ranged weapon attack. When she does this, the damage she takes from the attack is reduced by 1d10 + 4 dexterity bonus + 8 monk level.

If she reduces the damage to 0, she can catch the missile if it is small enough for her to hold in one hand and she has at least one hand free. If she catches a missile this way, she can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition she just caught, as part of the same reaction. She makes the attack with proficiency, regardless of her weapon proficiencies, and the missile counts as a monk weapon for the attack.

Slow Fall. Shade can use her reaction when she falls to reduce any falling damage she takes by 40 (5x her monk level).

Extra Attack. Shade can attack twice, instead of once, whenever she takes the attack action on her turn.

Stunning Strike. Shade can interfere with the flow of ki in an opponent's body. When she hits another creature with a melee weapon attack, she can spend 1 ki point to attempt a stunning strike. The target must succeed on a constitution saving throw or be stunned until the end of her next turn.

Ki-Empowered Strikes. Shade's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion. Shade's instinctive agility lets her dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When she is subjected to an effect that allows her to make a dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw and only half damage if she fails.

Stillness of Mind. Shade can use her action to end one effect on herself that is causing her to be charmed or frightened.

Shadow Arts. Shade can use her ki to duplicate the effects of certain spells. As an action, Shade can spend 2 ki points to cast darkness, pass without a trace, or silence without material components

Shadow Step. Shade can use a bonus action to step into a shadow and emerge from another shadow 60' away. She gains advantage on her next attack when she does this.

Spider wraps. Shade wears leg and arm wraps that allow her to walk along walls and vertical surfaces as if she were using the spell spiderclimb.

ACTIONS

Multiattack. Shade makes three attacks per round and can spend 1 ki point to add two more.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) bludgeoning damage

APPENDIX 3: NEW ITEMS

This section provides stats for the new books and magical items found within this adventure. The DC next to each item signifies the intelligence check the players need to achieve to uncover the information provided here. For the stats on any other objects referenced, refer to the Player's Handbook.

IMPORTANT BOOKS

CELESTIAL SEA, THE

Wonderous book, very rare

This dragon scale bound book was used as a portal to the celestial seas of the upper realms. After Biblius worked his magic, it warped into a portal that leads to the river styx in hades. When opened, it fills the available space with the river styx and acts as a 3' x 5' portal onto the plane of hades.

Hades and the river styx are locations in the outer realms of the multiverse, a character who succeeds on a DC 12 intelligence check knows all about its city of lost souls and the mind obliterating power of the river styx. Should a character wish to travel through this portal, she immediately forgets her former life when her feet cross the threshold and she floats away absent of purpose.

A character wishing to close it must grasp it in both hands and succeed on a DC 16 strength check, this causes the foul water to surge into the book in an instant. If the party wishes to sell the book to Rignorg, he will pay no more than 1pp as he can travel the planes at will.

DARSHI JOURNAL, THE

Wonderous book, legendary

This thick paperback is the original journal of Darsh, the god of pirates. Long ago he was a mortal hadozee aboard a great ship called the Dauntless. The hadozee are a race of flying apes that live exclusively on-board seafaring vessels. Most were oppressed by their captains and Darsh was no different. That is, until the day he rallied his fellow slaves and took the ship.

From there he took to the high seas as a pirate, forever in search for treasure with his lovely aventi wife and stalwart crew. They soon learned of the legend of Namazu, the great rainbow fish, and spent the next few years pursuing him. When they finally found the mighty fish, he transformed into a dragon and tried to destroy them. They only managed to survive thanks to Darsh's determination and his twin cutlasses of dao.

The crew fashioned the fallen dragon into a new dauntless to replace the one they had lost in battle. It was at this time that the absence of the gods occurred and clerics throughout the

land were incapable of using their divine abilities. Darsh, curious as to find a creature capable of stealing the gods themselves, took to his magic ship and traversed the planes in search of answers. His new quest eventually led him to the god eater in a realm outside of time and space.

The god eater had stolen the abilities of most of the gods and was preparing to conquer the universe when the four genie kings convened and gave their powers to Darsh and his crew. Using their new abilities and Darsh's clever mind, they destroyed the god eater and returned its powers back to the gods. They were so thankful they proclaimed Darsh god of pirates and gave him a third Dauntless to traverse the seas of the outer realms in. He is a true neutral deity represented by twin cutlasses, one black and one white.

Each chapter of this book represents a chapter from his quest to find the god eater and a different plane he travelled to, they are listed below in order.

- Hades
- Abyss
- Limbo
- Arborea
- Beastlands
- Bytopia
- Mount Celestia
- Mechanus

If the party wishes to sell the book to Rignorg after they use it to find the History, he will gladly pay them 100pp for it. Rignorg was unaware there was a god of pirates and is very intrigued by the concept.

ETHEL

Wonderous book, legendary

This book is alive and used to be a woman named Ethel, for more information see Appendix 2.

GRIM DARK

Wonderous book, legendary

This book is home to a terror from before time, for more information see Appendix 2.

HISTORY I

Wonderous book, very rare

This glittering book is written in a proto-draconic language. It describes a world before the settling of humans when magic flowed freely and the deities were much more active. The book is very, very valuable and bound in the glittering scales of a gold dragon. Should the players wish to sell it,

Rignorg will give them 10 pp and a jade statuette that turns into a bomb dealing 6d8 electricity damage in a 30' sphere.

HUNGRY TOME, THE

Wonderous book, very rare

This book is a portal to the realm of Rignorg, the book wyrm. For more information see Appendix 2.

IMPORTANT!

Wonderous book, uncommon

This book is really a trap in disguise. Any creature that opens the book takes 24 (6d6) fire damage as it violently explodes them backward 5'.

JOURNAL OF BIBLIUS

Wonderous book, legendary

This book is written in draconic and details Biblius' early progress in building the library. It is very dull and written like a text book, but the last passage is very unique and written in three different languages; draconic, common, and celestial. It reads "WHERE DOES THE MONKEY KING GO? TO DEFEAT HIS FOE? NO! TO ROAM, TO VOYAGE, TO QUEST, TO KNOW. HIS PATH IS LIKE AN ARROW SHOT FROM THREE FAULTY BOWS. YO, HO! YO, HO! FOLLOW IT FELLOW! YOU'LL FIND MORE KNOWLEDGE THAN YOU CAN SWALLOW! YO, HO! YOU GO." If asked, Rignorg has no idea what this could be a reference to. He will pay 50pp for the journal though, citing its historical significance as the cause.

LITTLE SNAR'S GUIDE TO MAGIC, VOL 1: ARCANE

Wonderous book, rare

Inside this massive tome are several thousand pages in draconic that detail every part of becoming a wizard, from choosing a school to casting your first spell. It was used by bib teachers when the library was still a thriving place. Little Snar appears every few pages to provide infographics to aid in comprehension. She appears to be some sort of squirrel or woodchuck with a thick mane of curly orange fur and giant purple eyes.

Any character that wishes to multiclass into wizard can do so using this book alone. It contains all of the familiar 0-5th level wizard spells and three new ones found in Appendix 4; intensify gravity, conjure cloud conveyance, and dispersion aura. For more information regarding the spells, see Appendix 4. Rignorg likes the historical value of the tome, but will pay no more than 10pp for it.

LITTLE SNAR'S GUIDE TO MAGIC, VOL 2: HOLY

Wonderous book, rare

Inside are several thousand pages in celestial and an old version of common that detail every part of becoming a cleric from choosing a deity to casting your first spell. It was used by bib teachers when the library was still a thriving place. Little Snar appears every few pages to provide infographics to aid in comprehension. She appears to be some sort of squirrel or woodchuck with a thick mane of curly orange fur and giant purple eyes.

Any character that wishes to multiclass into cleric can do so using this book alone. It contains all of the familiar 0-5th level cleric spells and three new ones found in Appendix 4; control fire, create holy tonic, and holy shape. For more information regarding the spells, see Appendix 4. Rignorg likes the historical value of the tome, but will pay no more than 10pp for it.

LITTLE SNAR'S GUIDE TO MAGIC, VOL 3: BARDIC

Wonderous book, rare

Inside are several thousand pages in an old version of common that detail every part of becoming a bard, from choosing an instrument to playing your first song. It was used by bib teachers when the library was still a thriving place. Little Snar appears every few pages to provide infographics to aid in comprehension. She appears to be some sort of squirrel or woodchuck with a thick mane of curly orange fur and giant purple eyes.

Any character that wishes to multiclass into bard can do so using this book alone. It contains all of the familiar 0-5th level bard spells and three new ones found in Appendix 4; epic riff, mosh, and shred. For more information regarding the spells, see Appendix 4. Rignorg likes the historical value of the tome, but will pay no more than 10pp for it.

MANUAL OF THE SENSES

Wonderous book, rare

This book is the ultimate example of walking a mile in another's shoes. When held, it removes your main sense (usually sight) and grants one of the following effects listed below. It takes 1 minute to regain the holder's original sense after setting down the book.

Effects

Chaotic Good	Blindsight
Chaotic Neutral	Darkvision
Chaotic Evil	Tremorsense
Neutral Good	Blindsight
True Neutral	Truesight
Neutral Evil	Tremorsense
Lawful Good	Blindsight
Lawful Neutral	Darkvision
Lawful Evil	Tremorsense

Rignorg loves this book and will pay no more than 100pp for it. It doesn't work on him, but it is his favorite thing to gift to his enemies.

ON CELESTIAL WINGS

Wonderous book, rare

This book describes one woman's journey to redemption. It tells the story of Gwenneth, a young thief, who found a starving child on the side of the road and nursed it back to health. Little did she know that her newly adopted babe was the daughter of Erathis, goddess of civilization and invention. Together, they learned the importance of doing good and saved their town from the rampages of a marauding band of orcs. Rignorg will pay 10pp and a deva candle for it. The deva candle is a new item detailed below.

SONGS OF THE KOR MAR DUR

Wonderous book, very rare

These sheets of parchment are covered in musical notes and separated into 4 songs. The songs are; The god's lament, the fall of Estire, the shrouded king, and the halls of Garl. These songs are unique and were the soul creation of the gnome bard Kor Mar Dur. Rignorg is ecstatic when he sees these and is willing to go as high as 100pp for it. Kor Mar Dur was one of the only people in his long life to get him out of his book and into the real world.

TALES OF MORADIN

Wonderous book, legendary

This incredibly old book is written in an old version of dwarven and weighs as much as a full-grown dwarf. It contains all the stories from their folk history including several stories that can be found nowhere else in the world. The creation of the dwarves, how Moradin created the first hammer, and tons of other gems from dwarf antiquity. This book is incredibly rare and is the only known copy to exist. Rignorg will pay as much as 500pp for it and one of his own scales.

VECNA'S WILL

Wonderous book, rare

The book used to be Trist's spellbook and contains her experiments with infernal power. The book contains all the familiar 0-5th level wizard spells, but also includes two new necromancer spells for wizards and sorcerers found in Appendix 4; animate flesh sphere and animate gooseflesh. If the party wants to sell it to Rignorg, he won't pay a dime over 2 pp and considers the knowledge contained within to be provincial at best.

MAGICAL ITEMS

AQUALINE CRYSTAL, DC 12

Wonderous item, rare

A small square crystal that illuminates in the presence of living creatures. The lattices of this rare crystal pick up the ambient psychic energy emitted by a living creature and luminesce a soft white light unless otherwise manipulated.

ARCANE RADIATION DETECTOR (ARD)

Wonderous item, very rare

The ARD is a small device created by Garth to detect spikes in arcane radiation, a little understood phenomenon. It uses three rows of concentric glass pieces to measure intensity and direction. The glass pieces illuminate a bright blue when in the presence of low levels of arcane radiation and a bright purple when in the presence of elevated levels of arcane radiation. If the glass pieces ever turn red, the levels are toxic to most races and they begin to be negatively affected. Most of the library shows up bright blue, the lower level shows up bright purple, and the chamber with the History shows up bright red.

BLANKET OF BLENDING, DC 14

Wonderous item, very rare

This 8' blanket is made out of a very unique magical fiber that adapts to its surroundings. Made in secret by a now defunct league of arcane tricksters, these blankets once covered the young sword coast (sometimes literally). Eventually, the league was disbanded by an overly righteous cult of paladins and the secret to the creation of the blanket was lost to the ages.

As a free action, any character in possession of this blanket can cover themselves with it and blend into their surroundings. When the command word is spoken, the blanket stretches itself to mimic not only the color, but the shape of its surroundings. Examples include; a boulder, a bush, a small hill, etc. Any creature attempting to locate the hidden creature must succeed on a DC 18 Wisdom (Perception) check.

BLIGHTORE, DC 16

Wonderous gem, rare

A metaphysically radiant stone that is found in the deepest parts of the underdark. It is mostly avoided by the intelligent races due to the sickness it imparts on the people around it. Anyone in the vicinity of a piece of blightore larger than a quarter needs to make a DC 10 constitution save or take 2d4 arcane damage. The DC increases by 2 for every day spent within 100' of the blightore.

BLUEBERRY'S POISON, DC 12

Wonderous item, uncommon

This dark purple liquid tastes like blueberries, but is a deadly poison. Once taken, it sits in the victim's stomach for an hour before slowly affecting their ability to process oxygen. Over the next ten minutes, the victim turns blue and takes 4d8 damage per round until they suffocate to death.

DEVA CANDLE, DC 12

Wonderous item, very rare

A green 1' tall wax candle carved to resemble an angel spreading its wings. When lit, it melts away immediately and summons a deva to fight alongside the lighter. He will aid in any way he can for one hour unless the lighter is engaged in any evil activities, in which case he will attack the lighter and attempt to bring her to justice.

EYE OF BIBLIUS, DC 16

Wonderous item, legendary

A quarter inch thick eyeglass layered with alchemical symbols. Biblius created this to discover the history of any tome he happened upon in his work. It allowed him to catalog the entire library and separate the true histories from the false. When looked through it reveals the author and moment of completion for any written work in the cosmos.

FIRST TRY, DC 13

Wonderous item, legendary

This thick leather tome is Biblius' first attempt at creating the History. He succeeded in creating a vessel capable of absorbing knowledge, but failed in funneling the history of the multiverse into it. He kept it for sentimental reasons and stored it in the vault for safe keeping. It will record anything said within a 10' radius of it, whether you want it to or not, and can only be destroyed by a 5th level spell or higher.

GIANT'S TOOTHPICK, DC 14

Wonderous staff, legendary

This staff was wielded by Jack the giant killer in a far forgotten time, but was created by storm giants as a cruel punishment for smaller creatures. In his many journeys, Jack came across a particularly nasty group of storm giants who enslaved the humans and dwarves who lived under them. The giants fashioned several of these giant's toothpicks and gave them to the weak so they could better clean the giant's teeth. Jack was appalled by what he saw and vowed to use their own weapon against them. The staff enhanced his already incredible strength and, moving like a mouse with a needle, he removed the giant's eyes from their heads. The staff was handed down to Jack's descendants until it ended up in Biblius' library.

This ironwood staff is sharpened at one end and lighter than it seems. When held by a barbarian, fighter, monk, paladin, or ranger, it raises the holder's strength and dexterity to 20 (unless the creature's strength or dexterity is already 20, in which case it raises it to 22). The giant's toothpick has the following stats and makes both of its attacks every turn.

- **Stabby Side.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 27 (3d8 + 10) piercing damage
- **Non-Stabby Side.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10)

MULTIFACTED GEM, DC 18

Wonderous egg, rare

This large gemstone is actually the egg of the mythical couatl. The egg can survive indefinitely, lying dormant until the conditions are right for it to hatch. If a creature submerges it in a pool of holy water no smaller than 3' wide and 3' deep and leaves it there, the egg hatches in 11 (1d12 + 3) months. If the water is consistently above 80 degrees Fahrenheit the couatl will be born female, however if the water is consistently below 80 degrees Fahrenheit the couatl will be born male.

When the couatl is born, it imprints on the first creature it locks eyes with that fails a DC 18 wisdom saving throw. Within the blink of an eye, the couatl learns the entire life history of the creature and forms an indestructible bond with it. The couatl will reach maturity in 700 (1d6 + 3 hundred years), but until then it is known as an adolescent couatl and is under the sway of the creature it imprinted on. It has all of the stats of a full grown couatl except it has none of its 3/day and 1/day spells, can only change shape into one other form, and its attacks deal half damage. The stats for the full grown couatl can be found in the Monster Manual.

RIGHTEOUS HAMMER, DC 14

Wonderous hammer, legendary

This two-handed hammer is filled with the holy might of Pelor, the sun god. Long ago, a red dragon threatened the first church of Pelor. The high priest was distraught and knew their doom was imminent if Pelor did not intercede. Luckily, Pelor smiled on his children and gifted them a powerful hammer which they gave to their greatest paladin, Righteous. Righteous lived up to his name and slew the ancient dragon after a 3-day battle. The hammer has passed down through the church for millennia, ending up in a young cleric's hands at the time of Biblius' fall. The hammer has the following stats:

- **Righteous Hammer.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 8) radiant damage

SHIMMER PAPER, DC 8

Wonderous item, uncommon

This glossy paper makes it very difficult to read in direct sunlight. Any creature gazing upon it must succeed on a DC 12 intelligence saving throw or take 1d4 damage and become blinded for 1 round. Shimmer paper has no effect when viewed in the shade or with darkvision.

SMASHER, DC 17

Wonderous club, legendary

This large thighbone comes from a young adult white dragon. It is huge and a weapon this large is not normally usable by smaller creatures, but smasher is enchanted for use by barbarians regardless of their size. Originally, the weapon was wielded by Harnd the Mighty, a dwarf barbarian. His companion, a young wizard named Fahren, crafted it for him when Harnd broke his first weapon and needed a replacement. The weapon looked ridiculous being wielded by someone so small, but Harnd wielded it like it was a part of him.

When used by a barbarian, it fills the user with the primal fury of the tundra giving them an immunity to cold damage. Smasher has the following stats:

- **Smasher.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8) bludgeoning damage + 5 (2d4) cold damage.

SPEAKING STONE, DC 15

Wonderous item, legendary

This small purple stone contains the three-dimensional audio-visual record of one event lasting no longer than 2 minutes and taking up no more than 30 cubic feet of space. It was originally created by the Mages of Kir to pass detailed messages between commanders, but it fell into disuse when the base stones became exceedingly rare.

When held by a living creature, the creature can speak the command word in draconic and the speaking stone will start absorbing information. The creature simply needs to touch the stone when the event is over to stop the recording or it will time out naturally after two minutes. The stone then begins to pulse with a steady purple glow signifying that it is currently storing an event.

Any living creature that touches a flashing speaking stone activates the recording. The stone then dissolves into a mist of light that takes on the shape and form of the recorded scene. When the scene is set, the recording begins with lifelike quality. At the conclusion of the recording, the stone reforms in the creature's hand, empty and ready to be rerecorded on.

SPIDERWINE, DC 10

Wonderous item, uncommon

This mostly clear alcoholic beverage is a favorite among the drow. It smells awful and tastes worse thanks to the spider venom, but it is very strong. Any non-drow character that attempts to drink it must make a DC 14 constitution save or take 2d6 poison damage.

SUN RING, DC 12

Wonderous ring, uncommon

This silver ring was used by clerics of Pelor to banish the darkness and spread learning. It wasn't uncommon to see regular townsfolk with one of these during the height of the early church. This one has seen better days, but still retains 3 charges of *light* and 1 charge of *tongues*. It will continue to shine with a constant dim light until all charges have been expended.

SYTI NECKLACE, DC 13

Wonderous necklace, rare

This necklace was one of the scholar king's favorite inventions as it allowed him to get right to the heart of any problem. Whenever he presided over the court of Book, it could be seen dangling from his dainty neck as a symbol to those who would try to deceive the high court.

Whenever a false hood is spoken within 15' of the wearer, the necklace cools by 10 degrees. This is a passive ability and works even when the wearer is asleep. While helpful, this necklace can prove dangerous if the wearer is exposed to too many lies at once. For every 10 degrees below 30 degrees, the wearer takes 4 (1d6) cold damage every five minutes the necklace is still worn.

TEARS OF IOUN, DC 18

Wonderous rings, very rare

These small silver rings are meant to be worn on the thumb and work best when worn together. Any wizard who wears the rings suddenly feels like their brain has doubled in storage capacity. During combat, a wizard wearing the rings can cast two spells per round. If two characters wish to split up the rings, the two characters who wear the rings find they can communicate with each other telepathically over a maximum distance of 1 mile.

VEIL OF SEEING, DC 14

Wonderous item, rare

This pale red headband is one of Biblius' earliest creations. It allowed him to see into the minds of others once per day like a detect thoughts spell, a quality it still possesses. This

allowed him to separate the true believers from the false during the early days of the library.

SHIMMER PAPER, DC 8

Wonderous staff, very rare

This 5' long ebony quarterstaff contains every nature symbol conceivable carved across its glossy surface. When held, this staff allows the holder to understand any natural language spoken within 100'. This includes, but is not limited to, Druidic, Ignan, Auran, Aquan, etc. When used as a spell focus by a druid, it adds 3d8 nature damage to any attack spell.

WALDO'S WAND, DC 18

Wonderous wand, legendary

This wand was once the prized possession of an ancient rival to Biblius, the scholar-king, from the south. Waldo, a gnome wizard, created it for a building project, but the wand cracked under the magical strain. The wand became highly unstable, so he sent it to Biblius as a joke. Unfortunately for Waldo, the magic woven within allowed Biblius to gain a better understanding of creation magic.

When used as a spell focus, the wand casts one of the ten spells listed below at random regardless of whatever the attempted spell was.

Roll

- | | |
|----|---|
| 1 | Self-Polymorph into a rat |
| 2 | Ooze Armor (+2 to AC, attacks against you have disadvantage for 1 minute) |
| 3 | Summon Barlgura (See the Monster Manual for stats) |
| 4 | Lightning Bolt on closest creature |
| 5 | Self-Levitate |
| 6 | Mirror Image |
| 7 | Self-Fear |
| 8 | Darkness |
| 9 | Gaseous Form on closest creature |
| 10 | Creation |

Note that if the barlgura is summoned, he is not under the control of the summoner and free to act as he wishes. All of the effects above last 1 minute unless dispelled first.

APPENDIX 4: NEW SPELLS

ANIMATE FLESH SPHERE

4th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of the caster's blood, a thumb sized opal worth at least 50gp, and a freshly dead corpse of small or medium size)

Duration: Instantaneous

This spell creates a flesh sphere under the control of the caster. Choose a corpse within range that has been dead no longer than 1 hour. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target's form is crushed and reshaped into a flesh sphere (the stats can be found in Appendix 1).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over the creature, rather than animating a new one.

You can only animate one flesh sphere at a time. If you cast this spell on another corpse while you have a flesh sphere under your control, the current flesh sphere detonates and the new one rises.

ANIMATE GOOSEFLESH

5th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of the caster's blood, a thumb sized emerald worth at least 50gp, and a freshly dead corpse of small or greater size with its skin intact)

Duration: Concentration, up to 1 minute

This spell creates a blob of gooseflesh under the control of the caster. Choose a corpse within range that has been dead no longer than 1 hour. Your spell imbues the target with a

foul mimicry of life, raising it as an undead creature. The target's skin slowly slides off and becomes a blob of gooseflesh the same dimensions as the creature it came from (this creature is the small version; the stats can be found in Appendix 1).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over the creature, rather than animating a new one.

You can only animate one blob of gooseflesh at a time. If you cast this spell on another corpse while you have a blob of gooseflesh under your control, the current blob of gooseflesh dissolves and the new one rises.

CONJURE CLOUD CONVEYANCE

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fluff of cotton or a dandelion tuft)

Duration: Concentration, up to 5 minutes (15 minutes at higher levels)

You summon a densely packed glowing cloudbank tinted bright yellow from the elemental plane of air in an area you can see within range. The minutes spent concentrating directly correlates to the size of the cloud conveyance. Note that the max size at 4th level is 5'x5' which takes 5 minutes to conjure. The cloud conveyance has the following stats:

HP: 45

AC: 12

Speed: Fly 90'

Size	Weight Capacity
1-5 sqft.	500 lbs
5-10 sqft.	1,200 lbs
10-15 sqft.	1,800 lbs

It stays around for 8 (2d6) hours or until destroyed. You can not have more than one cloud conveyance at the same time. If you cast this spell while you already have a cloud conveyance summoned, the old one dissipates as the new one is formed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the max concentration time increases by 2 minutes for each slot above 6th.

CONTROL FIRE

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (an active flame and a pinch of dust)

Duration: Concentration, up to 10 minutes

Until the spell ends, you control any flame you can see that is a cube up to 10 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Enhance. You cause the flame you have chosen to swell in size up to a cube that is 10 feet on a side.

Blaze. You cause the flame you have chosen to double in heat and deal an extra 2d6 fire damage.

Illuminate. You cause the flame you have chosen to quadruple in intensity and blind everyone in a 100 ft. radius. This effect lasts for 1 round.

CREATE HOLY TONIC

4th-level evocation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (1pt. of holy water)

Duration: Instantaneous

A pint of holy water you touch stores divine light, creating a holy tonic for up to 3 days. When consumed, this divine light heals the drinker for 2d8 + the caster's spellcasting ability modifier. After 3 days, the holy tonic loses its healing ability at 1d8 per day. Holy tonic has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the healing increases by 1d8 for each slot above 5th.

DISSONANCE AURA

5th-level enchantment

Casting Time: 1 round

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell creates a 60' aura of psychic dissonance centered in a spot you can see within range. Any creatures attempting to cast a spell find it impossible to form the spell in their mind due to a constant subsonic hum. This effect can be overcome by making an intelligence saving throw with a DC equal to the caster's spell save DC.

EPIC RIFF

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 3 rounds

You use your instrument, or voice, to create a riff so magnificent and beautiful that it awes any who hear it to tears. Any creature within range must succeed on a wisdom saving throw against the caster's spell save DC or become incapacitated with joy. Any creature that can't be charmed succeeds on this saving throw automatically.

HOLY SHAPE

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Lasts for 1 minute

You channel the raw power of your deity through you and begin to glow a bright white. Your torso sprouts two new arms and you grow a third eye from your forehead. For as long as the spell lasts you can now cast two healing spells per turn and your stats become the stats listed below.

HP: Half of current

AC: - 2

Speed: Half

At Higher Levels. When you cast this spell using a spell slot of 6th level the speed and HP are only reduced by ¼ and the AC is only reduced by 1. When you cast this spell using a spell slot of 7th or higher, the spell comes with no penalties.

INTENSIFY GRAVITY

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You choose one creature you can see within range and double the creature's mass. The creature has disadvantage on all dexterity and strength checks as well as all melee attack rolls. In addition, its movement speed is halved. However, the creature becomes harder to inflict damage on and gains a +2 density bonus to AC. The spell lasts 1d6 minutes or until the caster dismisses it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the subject becomes prone and takes 1d6 crushing damage at the start of its turn for each slot above 5th.

MOSH

4th-level transmutation

Casting Time: 1 round

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You let out a death metal growl and begin playing power chords while head banging. One creature you target in range begins to feel the power of your metal and enters a mosh-like rage regardless of class. The creature gains the following stats for as long as you continue to head bang.

- Advantage on all strength checks and strength saving throws.
- + 15 ft to speed
- Immunity to bludgeoning damage
- Inability to cast spells
- Slam attack that deals 4d6 bludgeoning damage

SHRED

4th-level evocation

Casting Time: 1 round

Range: 30 feet

Components: V, S

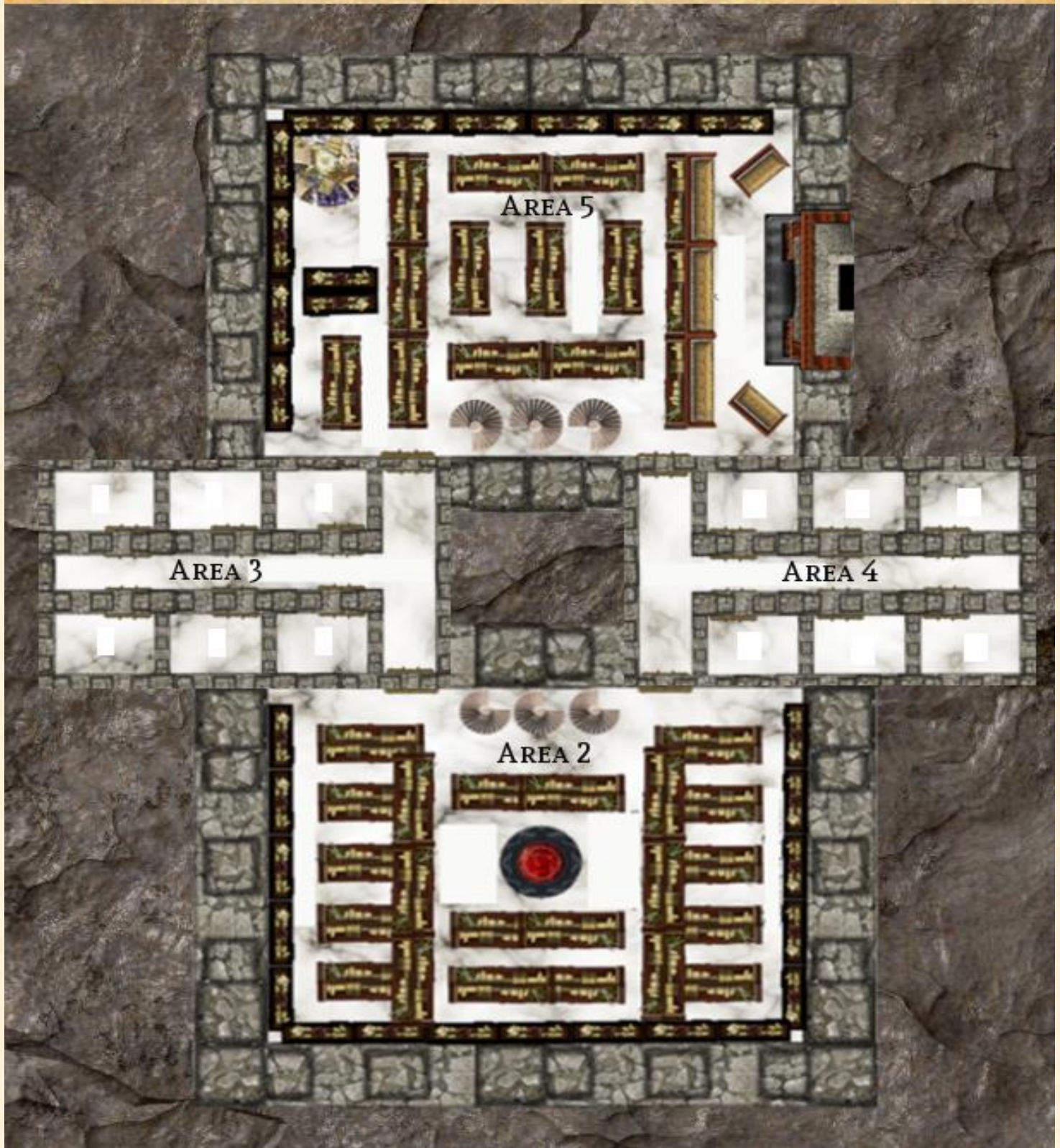
Duration: Instantaneous

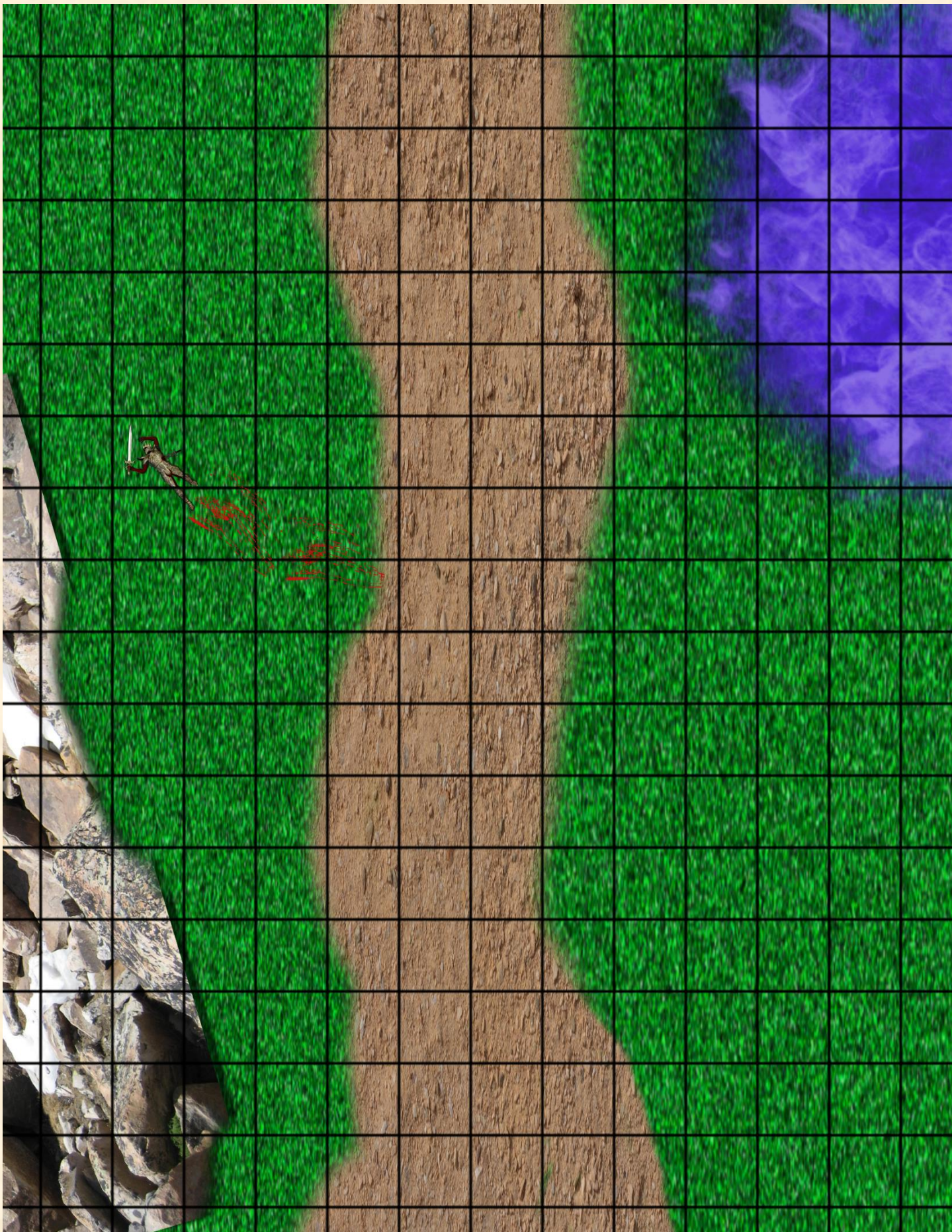
You begin playing your instrument, or singing, at an incredible volume and with incredible speed. Any creatures within range must make a constitution saving throw against your spell save DC or take 4d8 sonic damage. Any deaf creatures are immune to this effect.

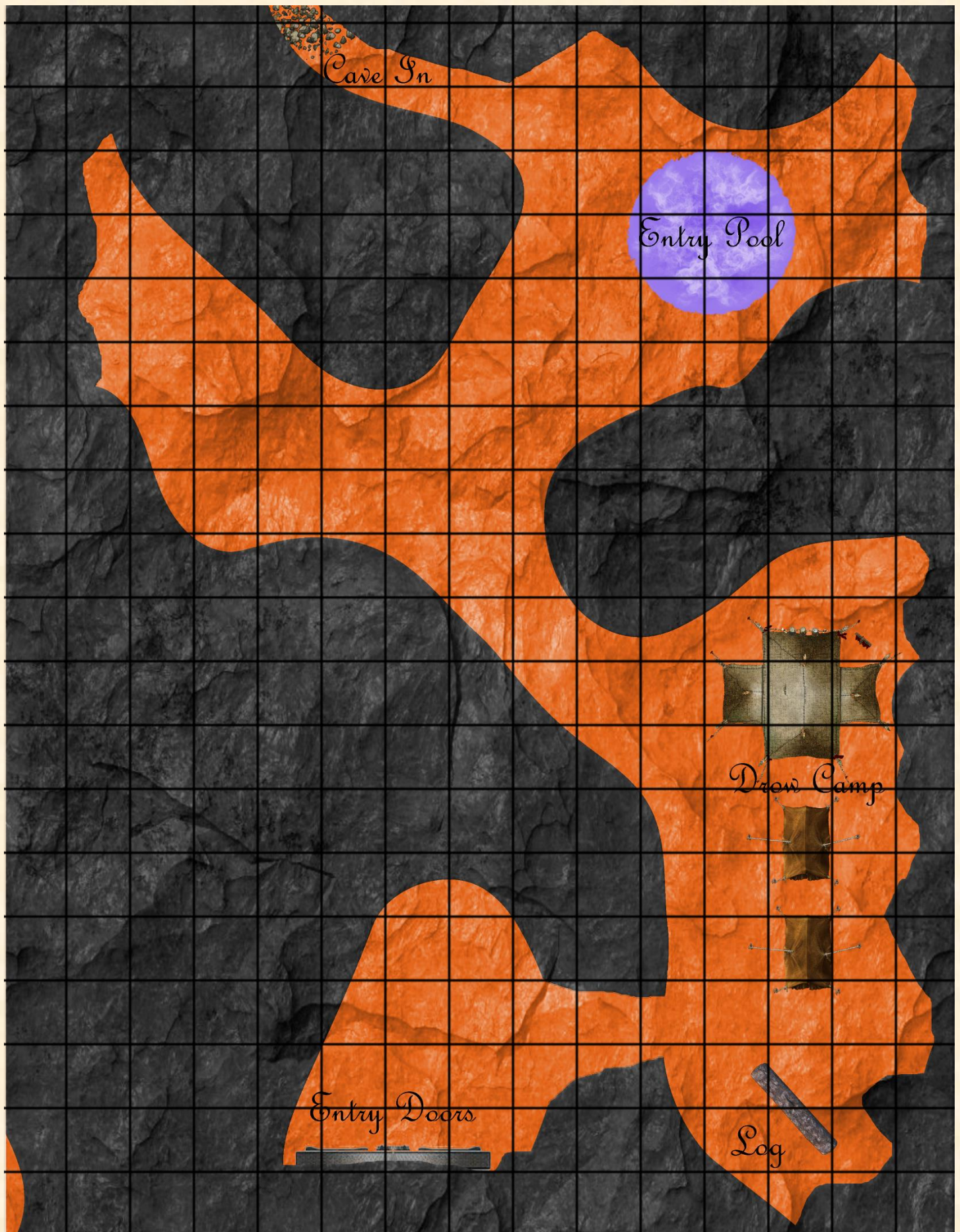
At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot above 5th.

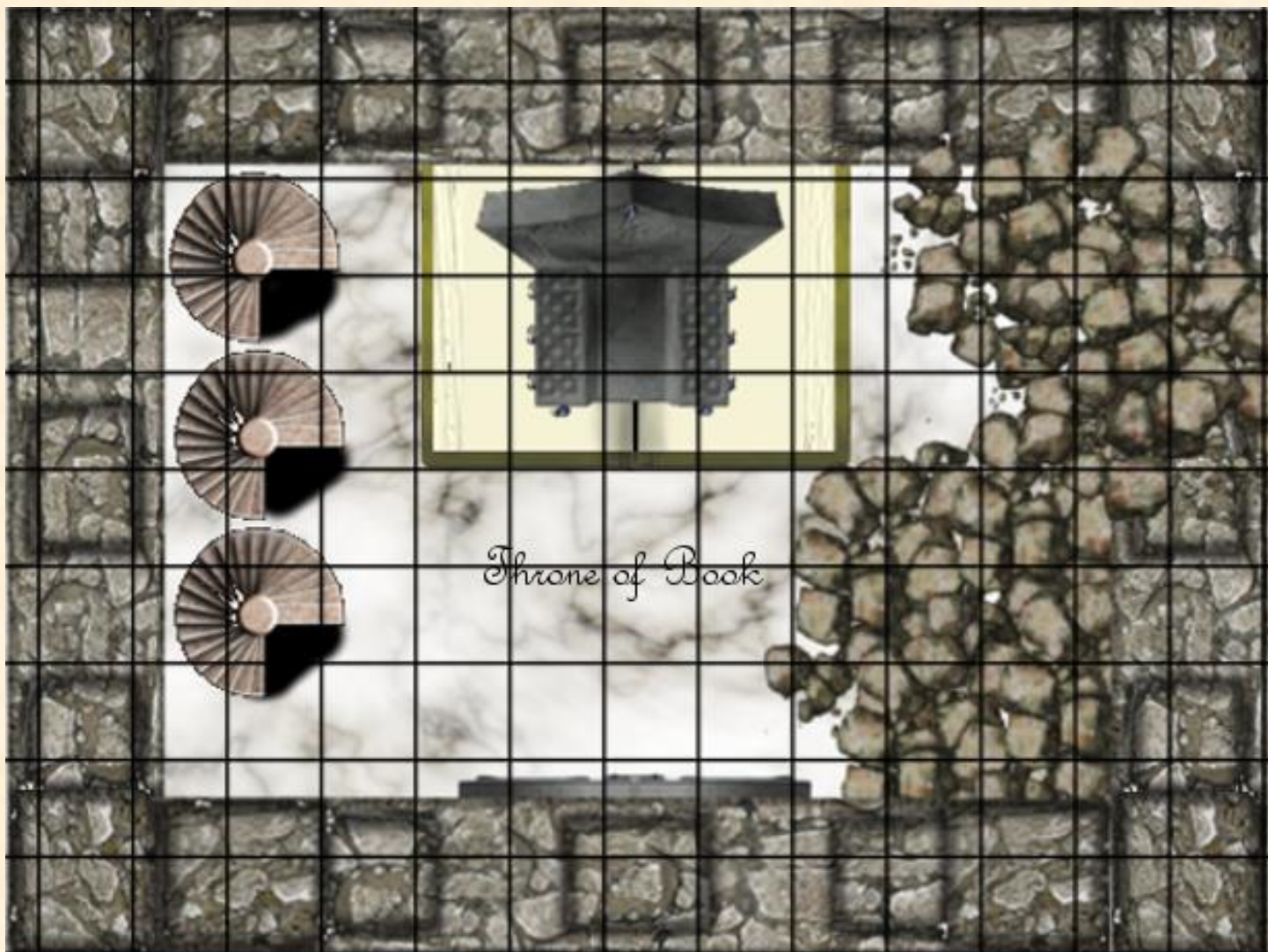
APPENDIX 5: MAPS

LIBRARY MAP: 90' UNDERGROUND









Throne of Book



Beastlands



Arborea



Hades



Limbo



Mount Celestia



Abyss



Bytopia



Mechanus

