

The Ancient Library

The library stacks that make up Levels 2 and 3 can be used to great effect by placing dozens of books, spellbooks, and magical scrolls for the party to discover. Many of these tomes may be interesting curiosities, many more useless or decrepit from age, but having a few of them provide mechanical benefit and value if sold in Dalentown (or abroad) gives the adventurers motivation to meticulously search the library shelves. By extension, the time it takes to perform this activity will put them in grave danger as more and more random encounters are generated!

GMs are encouraged to use the following section to populate the shelves with interesting, useful, and sometimes rewarding tomes. That said, care should be taken to ensure that the adventurers don't receive too many mechanical bonuses and high-value treasures that could upend the campaign world's economy. This is why this section has been divorced from the text of Levels 2 and 3: a GM should carefully comb this section and pick out only what interests them and what fits into their conception of their campaign.

That said, if you are running this adventure as a short, self-contained series of game sessions, it's perfectly fine to simply randomly roll or quickly place any and all of the books on the following table, creating as much uncertainty and fun for the GM as for the players!

Placing the Books

There are several options for placing the books throughout the library.

Random Roll

If you are running this adventure as a oneshot or care little about the long-term effects of potentially adding 4th level spells to your game, characters have a 1-in-4 chance of finding a special book any time a character spends 2 turns searching a book shelf. If one is discovered, roll 1d20 on the table to determine the special book. Otherwise, the tomes are useless, destroyed, or worn by age.

Particularly generous GMs might assign a value of 1d4x10 gp in books discovered even on a roll that doesn't include a special tome; there's always some collector looking for these books!

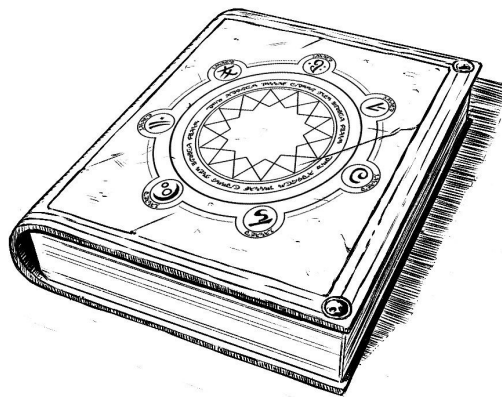
Methodical Placement

If you wish to place the books in a more methodical manner, roll 1d4-1 for each shelf: this is the number of valuable books on that shelf. Whenever you get 1 or more valuable books on a shelf, you have a 1-in-6 chance of one of those books being one from the table (roll 1d20 to determine which one). Any remaining books have a value of 1d4x10 gp. Once you've reached the end of placing books on the shelves, any remaining special books from the table are placed in the Arcane Catalog (Area 3-1).

Alternative Method

You may wish to assume most books are worthless due to age or wear, and also only wish to place books from the table that are of particular interest to your campaign setting's sensibilities, ignoring all other special books. In this case, consider simply assigning the special books you want to use in your campaign to some of the shelves at random, going in order on the special book table (i.e. place any of the cursed books you want first, then some of the random subject titles, and ending with the higher numbers which include books that provide mechanical benefits).

Any particularly powerful books you decide to use (the higher number results on the table) should be placed in the Arcane Catalog (Area 3-1); those tomes are of particular value and would have been locked away by the dwarves for safe-keeping.



Ancient Tomes Table

1d20	Type or Title	Contents
1	Cursed book!	Trapped with explosive runes! Opening this book causes a creature to make a saving throw or take 4d6 damage from a fiery blast.
2	Cursed book!	This book has pages coated in a contact poison! The poison deals 3d6 damage and saps 1d6 points from a creatures Strength score for 1d6 days. A creature making a successful saving throw (versus Poison) takes only half damage and doesn't lose any Strength.
3	<i>Lady Grayson's Treatise on Anatomics</i>	A book about healing, herbalism, and meditation.
4	<i>A Traveler's Guide to Cloudreach</i>	Stories regarding a kingdom of giants built in cloud-based cities and featuring fleets of flying ships.
5	<i>The Tombs Below Hallow</i>	Stories about a vertically-built city inside a bowl-like depression in the earth.
6	<i>Tome of the Stars</i>	A treatise on astrology and legends of spacefaring sailing ships.
7	<i>The Seasonal Courts</i>	A partially destroyed, fractured record of various feyland courts and their nobles.
8	<i>The Cataclysm of Memory</i>	A philosophical book about why no one remembers the creation of the world and the ancient past.
9	<i>The Voluminous Tome of Volumes</i>	An index of dwarven texts on architecture.
10	<i>Wyvern Tails</i>	A cookbook using parts from wyverns, drakes, and dragons.
11	<i>Gavarus' Notebook</i>	Deeply personal notes from a genius dwarven smith.
12	<i>A Dragon's Epitaph</i>	A surreal fiction about the death of the goddess of dragons.
13	<i>Colorful Meades & Stout Reads</i>	Overly wordy book about the history, styles, and recipes of hundreds of variations of dwarven ales
14	Spellbook!	This magic-user spellbook contains the following spells: <i>Clairaudience</i> , <i>Clairvoyance</i> , <i>Explosive runes</i> , <i>Protection from evil 10 foot radius</i> , <i>Remove curse</i>
15	<i>The Demonomicon</i>	This book includes information relevant to Jubilex, the Faceless Lord, and many of his minions. Any character reading from this section of the book is protected as if by a protection from evil spell against oozes, demons, and Sedeen herself for 72 hours.
16	<i>Manual of High Arcana</i>	Any magic-user that reads this book (which takes 8 hours) has their Intelligence score permanently increased by 1 point.
17	<i>The Manual of Divine Words</i>	Any cleric, druid, or paladin reading this book (which takes 8 hours) has their Wisdom and Constitution scores permanently increased by 1 point each.
18	<i>The Manual of Exorcism</i>	A cleric who reads this book (which takes 8 hours) receives a +1 bonus on any Turn Undead checks when dealing with undead or for putting the dwarven lords' spirits to rest while in this dungeon.
19	<i>Of Dwarven Doorways</i>	A book on the architecture and magic behind dwarven gates, doorways, and magical runes of protection for their kingdoms. All characters find secret doors on 1 greater number while in this dungeon (i.e. if you have a 3-in-6 chance of finding secret doors, you now have a 4-in-6 chance).
20	Scrollcase	This scrollcase includes a scroll with the following cleric spells: <i>Cure disease</i> , <i>Prayer</i> , <i>Neutralize poison</i>