

FOR 4 PCS OF 5TH LEVEL

THE SUNKEN LIBRARY OF QEZZIT QUIRE



A 5E WARLOCK ADVENTURE
BY MIKE WELHAM

THE SUNKEN LIBRARY OF QEZZIT QIRE

Adventure Background

Qezzit Qire, an elf scholar who valued his privacy, built a library in the marshes south of modern-day Tolmezo. His library was the subject of considerable derision—it stood in the shadow of the Great Library of Friula, and the damp location seemed antithetical to maintaining books. The elf had the means to acquire books, sometimes in opposition to the Great Library. When Qezzit sniped books destined for the Great Library, it enraged the library's head administrator, who schemed to end the rival library's existence. Rumors about forbidden and vile tomes sequestered in the elf's library spread quickly. The reclusive elf never refuted the rumors, and, eventually, an armed mob marched toward the library to burn it down. As word of the approaching mob reached the library, the patrons fled, leaving just the elf and his staff. Faced with the threat of losing everything he had procured and despairing at the impact to his studies, Qezzit performed a ritual to consign himself and the librarians into undeath and sink the library. The elf then crafted an illusion of an explosion within the

library and its subsequent sinking, which coincided with the mob's arrival.

The library remained untouched, as many figured all its books had been destroyed by the explosion or the swamp's muck, and its existence passed into the realm of myth. Thus, it was a surprise when a Floating Roads work crew from Tolmezo uncovered the top of the library, which slowly rose to the surface. The work crew discovered the library was sealed against the ravages of the swamp and impenetrable to them. They had little time to attempt to gain access, as a rampaging hydra devoured all but one crewmember, who escaped to Tolmezo to report on the library and the attack.

The library's partial surfacing came to the attention of a coven of mirror hags, known as the Ladies of the Warped Image, a few days prior to the crew finding it. The coven drove their hydra to attack the crew to keep the library a secret while they attempted to access it. Triolan scouts spying on the Floating Roads' construction are also interested in the discovery, especially since it may hold treasures useful in the fight against the Mharoti Empire.

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Open Game Content: The Open content in this book includes the Tome of Knowledge, the Manual of Exercise, and the scroll mummy.

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Adventure Hooks

The PCs might be searching for a lost tome rumored to be in Melana, and their hunt takes them to Tolmezo. The PCs might be passing through Tolmezo, where they hear about a reward for investigating the library. Finally, they may be known throughout the Seven Cities as competent adventurers, which brings them to Sabine Felderol's notice. Whatever the case, the PCs eventually meet with Marsh Warden Sabine Felderol who is leading the investigation into the library.

Meeting with Sabine Felderol

Sabine Felderol, the no-nonsense Marsh Warden of Tolmezo, greets the PCs and gets right to business. She needs them to secure the library and investigate the complex should they gain entrance to it. She offers 1,500 gp for the job, and she requests that the PCs refrain from looting the library. A successful DC 14 Charisma (Deception or Persuasion) check gets Sabine to admit she has no idea what the library holds and that she can't enforce this request, other than if the group leaves the library with piles of books.

She turns the meeting over to the surviving crewperson, Coletta Mulaine, who describes the tunnels (Areas 19 and 20) the crew found near the complex and an apparent entrance (Area 1), which she and her crew could not breach. She tells the PCs about the three-headed hydra that attacked and killed the crew. If the PCs question the number of heads on the hydra, she recalls that the creature had a few stumps with burn scars.

If asked about any dangers on the way to the library, Sabine points out that the lizardfolk ubiquitous to the area seem to have fled. She believes the only major threats around the library are hydras and a coven of cannibalistic hags known as the Ladies of the Warped Image, who seek to imitate the infamous Ladies of the Wreck who hunt in other areas of the swamp.

The Sunken Library

Travel to the location indicated by Sabine Felderol goes without incident (if you want to spice up the trip, you can add a random marsh encounter). Area 19 is partially-hidden by the muck and swamp grasses, requiring a successful DC 15 Wisdom (Perception) check while searching the perimeter of the sunken building to find. Area 20 is hidden beneath the surface and can only be reached by diving into the muck.

All books contained within the library can withstand prolonged contact to water and are immune to fire damage. Simple observation notices the books aren't damaged by the swamp's dampness, while a successful DC 15 Intelligence (Arcana) check discerns the immunity to fire.

Illumination. Except for a couple of locations with lit torches (indicated in the text), the library is engulfed in darkness.

Zombie Librarians. The library staff became undead as part of Qezzit Qire's ritual. These **zombies** defend the library, but their aggression can be overridden by requesting a book. A zombie librarian who hears a request in Common or Elvish for a specific book (by title or subject matter, not simply "the book with the blue cover") must succeed on a DC 13 Wisdom saving throw or leave in search of the book. If a librarian succeeds on its saving throw, it ignores further requests for 1 hour. In rooms with more than one librarian, only the first creature that fails its saving throw goes away to find the requested book. New books must be requested to affect other librarians. Attacking a librarian looking for a book breaks this effect, and it attacks until destroyed. PCs who resolve an encounter with a zombie in this way gain experience as though they defeated the zombie, but they do not gain additional experience for subsequently destroying it.

1. ENTRYWAY

Wanting the public rooms of the library to be inviting to visitors, Qezzit Qire commissioned an open entry to the complex, where librarians would greet guests regardless of the guests' arrival time. When the elf sunk the library, the ritual he performed sealed the entryway with an impermeable bubble of air. The bubble has similar properties to a dome created by a *wall of force* spell. Qezzit's magic allows for a creature possessing a book to pass through the bubble. A successful DC 13 Intelligence (Arcana) check realizes the bubble is like a *wall of force* and that it can be bypassed by holding a book while stepping through it. If a creature doesn't have a book, a successful DC 15 Charisma (Deception) check while holding a book-shaped object bypasses the protective dome.

The bubble-covered entryway is partially-sunken in the swamp, only the top half of it visible above the muck. When the PCs wade through the water into the entryway, their motion alerts the **hydra** that the Ladies of the Warped Image set to guard the entrance while the hags explore the library. The hags used fire to tame the beast, leaving it with three heads and two, burned stumps. The hydra fights to the death, but it doesn't pursue PCs who flee the area.

2. THE UPPER LOUNGE

Overlooking the lounge in Area 7, this area served as a place of relaxation and gentle conversation among distinguished guests. The retiring elf usually stayed away from such visitors unless they arrived with books that piqued his interest. However, he made his librarians prepare refreshments for his guests. Remains of food molders on the floor, since the zombie librarians were not instructed to clean up the mess.

Treasure. Two marble tables and six high-backed, mahogany chairs are in excellent condition after they receive a proper

cleaning. For industrious PCs, the furniture is worth 200 gp to an interested buyer.

3. THE STUCK LIBRARIAN

This small room contains a **zombie** librarian that got stuck here when the door closed behind it while it was carrying a pile of books. Unable to open the door because of its load, it softly bumps into the door in a vain attempt to leave the room. A successful DC 11 Wisdom (Perception) check while within 10 feet of the door hears the zombie's body steadily thumping against the door. If the door is opened, the startled zombie throws its books in a 10-foot line that is 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The zombie then attacks the intruders.

Other than the zombie librarian, the cramped room contains an unlit torch and a small desk and chair at its western end.

4. QUIET ROOM

As is the case with other libraries, Qezzit Qire wanted at least one room where his guests could study in peace and without any distracting noises. This room and the adjoining three chambers to the east are all under the effects of a permanent *silence* spell. The smaller chambers allowed for further privacy by providing a comfortable space for one person.

One of the coven's **mirror hags** (*Tome of Beasts*, p. 243) lurks behind the middle door, waiting to surprise her sisters or maul one of the librarians should it stumble upon her. She has advantage on her Dexterity (Stealth) check.

Treasure. A *spell scroll of bestow curse* sits on the desk in the southernmost room, left behind by a previous guest and ignored by the zombie librarians.

5. ELVEN HISTORY COLLECTION

Qezzit spent considerable time and wealth accumulating books predating the Great Exile, when many elves retreated to Elfheim. Recognizing his obsession with the elven retreat, he placed these books in the section of the library furthest from his study. This room is filled with books which detail the history of the elves on Midgard before the Great Exile. Many of the books contain scraps of parchment with fragments of writing in a looping script. PCs who look through the books find comments such as: "Maybe this is when things went awry," "Must look into this more," and "This may prove to be the best time to arrive."

Locked Door. The elf always keeps this room locked. A successful DC 16 Dexterity check using thieves' tools picks the lock.

6. LOST ART

Qezzit found a couple of remarkably well-preserved paintings from before the Great Exile, and he uses this chamber as the beginnings of a gallery in the hope he can add more works of art.

Lost Souls. When the elf performed his ritual, some of the librarians' souls retreated to one of the paintings on the southern wall. After failing in its attempt to possess the mirror hag who passed through to Area 13 earlier, the amalgam of souls waits for another suitable creature. A successful DC 16 Intelligence (Arcana) check understands the threat posed by the painting. The first creature to move within 10 feet of the painting must succeed on a DC 15 Charisma saving throw or become possessed by the amalgam of souls, as if possessed by a ghost. A successful DC 16 Charisma (Intimidation or Persuasion) check convinces the souls to return to the painting. A PC who threatens to destroy the painting has advantage on the Charisma (Intimidation) check, as the souls are aware their existence is tied to the painting.

Treasure. The paintings are worth 1,000 gp each to a collector.

7. LOWER LOUNGE

In contrast to the upper lounge in Area 2, the lower lounge served as a meeting place for more ordinary visitors to the library. The only amenities in this lounge were a couple rows of uncomfortable wooden benches, which were upturned when people fled the library. Other than the benches, a partially eaten corpse is the only other item of note. A successful DC 12 Wisdom (Medicine) check realizes the corpse is several decades old, but the bite marks are quite recent, hinting at the mirror hags roaming the complex.

8. HALL OF CATALOGUING

This hall was where the librarians processed books brought to the library by outsiders or retrieved by Qezzit Qire on his rare trips outside of the library. When the library was active, the four cubicles were in constant use, as the librarians pored over tomes and other written works to determine their usefulness to the elf. Traffic between the lounge in Area 7 and the stacks in Area 14 did not disturb the dedicated librarians.

One of the **mirror hags** is eating one of the zombie librarians when the PCs enter. She smiles at them as she discards the arm she is chewing on and says, "ooh... fresher fare," before attacking. Afraid of damaging the library's many books, the hag uses her spells only when she has been reduced to half her hit points or fewer. She surrenders or flees when reduced to 15 hit points or fewer.

Treasure. The librarians left unused copies of a *Tome of Knowledge* (Arcana) and a *Manual of Exercise* (Acrobatics) in their cubicles and never returned to reshelve them. These magic items are described on page 6.

9. HEAD LIBRARIAN'S OFFICE

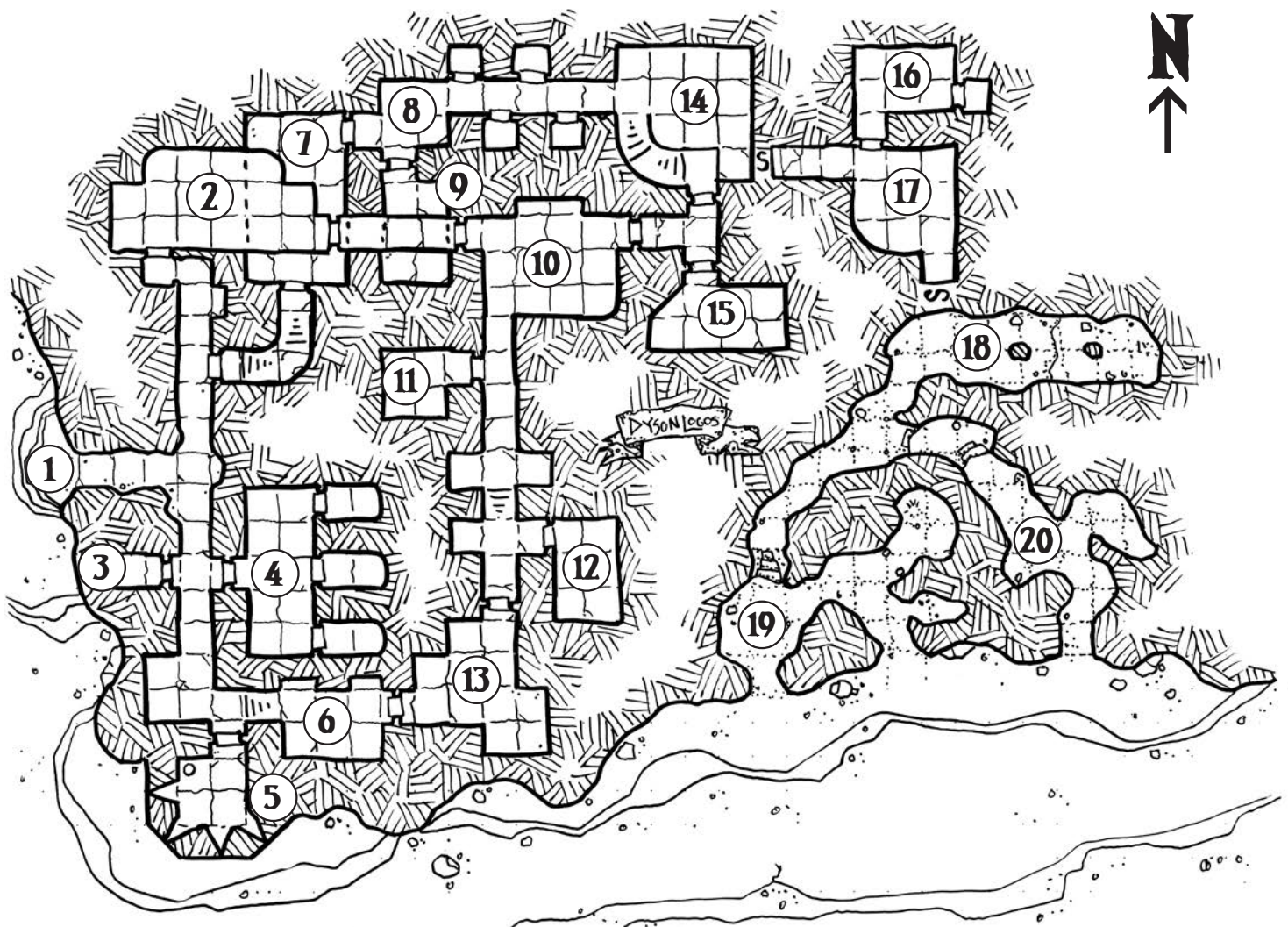
This office, inhabited by the head librarian Amra Zabbas, adjoined the hall of cataloguing, allowing other librarians working there to consult with the head librarian for tricky assessments. A hallway running between the Upper Lounge (Area 2) and the Upper Stacks (Area 10) allowed distinguished visitors to see the head librarian in action.

Amra's **ghost** haunts this office. She died along with the other librarians when Qezzit Qire performed his ritual, and her body serves the library along with the other zombies. However, her spirit lingered, and it can only truly be put to rest when the library reopens. She can give friendly PCs a bit of the history of the library, but she doesn't reveal where her master resides.

10. THE UPPER STACKS

Qezzit gave access to this portion of the library, including the partially-completed elemental wing, to special visitors, who usually provided him with money or—more importantly—ancient tomes. Ladders lean against mahogany bookcases that reach twenty feet high, featuring books with lore about all corners of Midgard (with the exception of the elf forests and the Wasted West, contained within Area 5 and Area 15, respectively).

Six librarian **zombies** move among the bookcases, pulling individual books out, holding them for a few seconds, and then returning them to their original location. When disturbed by the PCs' appearance, they attack.



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

11. SCRIBINGS OF AIR

Qezzit intended the hall containing this room and Area 12 to be oriented toward elemental studies, but he only got as far as commissioning the two chambers before he was forced to sink the library.

The books in this room contain information about potential byways through the elemental planes that could conceivably allow one to travel back into the past. The books reference mastery of the conduits of all four elements as necessary to perform this time travel, but the books in Area 11 only describe the conduits through the element of air.

Dangerous Books. The “books” here are elemental constructs from the elemental planes. Reading a book requires the construct to share its space with the reader and impart the above information over the course of 1 minute. This has the side effect of suffocating a creature that requires air to breathe. A creature who breathes air and reads one of the books must succeed on a DC 13 Constitution saving throw each round to avoid choking on the lack of air. If the target has not failed a saving throw, it can drop the book or replace it on the shelf. Otherwise, another creature can take its action to pull the target free by succeeding on a DC 13



MANUAL OF EXERCISE

Wondrous item, rare

This book contains exercises and techniques to better perform a specific physical task, and its words are charged with magic. If you spend 24 hours over a period of 3 days or fewer studying the tome and practicing its instructions, you gain proficiency in the Strength or Dexterity-based skill (such as Athletics or Stealth) associated with the book. The manual then loses its magic, but regains it in ten years.

TOME OF KNOWLEDGE

Wondrous item, rare

This book contains mnemonics and other tips to better perform a specific mental task, and its words are charged with magic. If you spend 24 hours over a period of 3 days or fewer studying the tome and practicing its instructions, you gain proficiency in the Intelligence, Wisdom, or Charisma-based skill (such as History, Insight, or Intimidation) associated with the book. The manual then loses its magic, but regains it in ten years.

Strength check. A successful DC 16 Intelligence (Arcana) check realizes the danger of reading the books.

12. ETCHINGS OF EARTH

Stone tablets weighing one ton each are propped up against the granite walls of this chamber. These tablets feature Terran runes and have similar information to the books in Area 11, but their information pertains to time travel using the element of earth instead of air. To travel into the past via the elemental planes, a creature must read the elemental construct books of each element. Qezzit Qire was still in the process of finding and collecting the books of fire and water when he was forced to sink the library, and thus he never obtained the knowledge necessary to travel back in time.

13. INFERNAL WING

As the elf sought out different ways to visit the past, he turned his attention to the infernal realms, reasoning he could bargain with powerful devils and demons to obtain his desire. Some of the books contained in this wing came from donors, but many were smuggled out of Niemheim, heightening Qezzit's paranoia about an imminent attack on the library.

Several books detail the politics of the Eleven Hells, while a rare few dare to divulge the true names of some lesser, yet still influential, devils. A creature who reads these true names gains the notice of the devils in question, potentially marking the reader as a target to eliminate to prevent the spread or misuse of the true names.

One of the coven of **mirror hags** is perusing one of the books with interest. She has disadvantage on her Wisdom (Perception) check to notice the PCs.

14. THE LOWER STACKS

Qezzit reasoned the library should be accessible to the common people as well as his more generous patrons. He figured he shouldn't discourage inquisitiveness and a love of learning merely by dint of station. However, he didn't try hard to stock this section with great works. The books here are of poor condition and impart very little insight.

The location also served an additional, darker purpose. When an unruly visitor to the lower stacks would not pay attention to the librarians' requests to quiet down, Qezzit would emerge from his sanctum and offer to show the visitor the amazing books in the Wasted West room (Area 15). This usually resulted in the sacrifice of the visitor to one of the books to gain more information.

Four librarian **zombies** move among the bookcases, pulling individual books out, holding them for a few seconds, then returning them to their original location. When disturbed by the PCs' appearance, they attack.

Secret Door. The door to Area 17 is hidden and locked. A successful DC 13 Intelligence (Investigation) check discovers a bookcase hiding the door. A successful DC 14 Dexterity check using thieves' tools picks the lock.

15. WASTED WEST TREATISES

A haphazard array of scrolls and books fills this room. The scrolls seem to have captured the rantings of lunatics, but some contain underlined passages dealing with the effect the entities in the Wasted West have on time. The books detail information about the various entities roaming the Wasted West, but each book refuses to open unless blood (equivalent to 5 hit points) is shed upon it. A PC who reads a book thoroughly (requiring at least 16 hours and blood equivalent to 40 hit points) gains insight into a particular being of the Wasted West and has advantage on attack rolls and ability checks against that being for 1 year. However, the PC must succeed on a DC 15 Wisdom saving throw upon completion of the book or be afflicted with one indefinite madness.

16. PRIVATE STUDY

A large rolltop desk, covered with inkwells, parchment, and books, fills most of this chamber. Other than occasional visits to the Elven History Collection (Area 5), Qezzit spends most of his time here, writing esoteric notes as he pores through the information he has collected.

Treasure. The elf stashed his wealth here so he could pay for books he accepted into the library. The wealth in gold coins and gems totals 1,500 gp.

17. QEZZIT QIRE'S INNER SANCTUM

The elvish master of the library, returned as a scroll mummy (see page 8), awaits intruders in his private chamber. Despite his new existence, he retains his reclusive attitude. His transformation allows him to monitor the goings-on in the library, and he leaves his sanctum if intruders are particularly destructive. He assumes the intruders mean to destroy him, and he plans to destroy them first. He refuses to surrender his library to anyone and fights to the death to protect it.

However, if the PCs show no signs of hostility toward the mummy and indicate a desire to parlay, he warily converses with them. A successful DC 18 Charisma (Persuasion) check demonstrates the PCs' good intentions. Qezzit explains his desire to conduct his studies without interference and agrees to meet with Sabine Felderol to discuss a deal for protection and an exchange of knowledge.

DEVELOPMENT

If the PCs have not yet encountered the Triolan scouts in Area 18, the scouts hear combat in this chamber and discover the secret door leading into the Inner Sanctum after 1d6 rounds. They believe the PCs intend to exploit the library for nefarious purposes and attack.

If the PCs befriend Qezzit and haven't yet defeated the mirror hags in Areas 4, 8, and 13, Qezzit tells them the locations of the hags and asks them to get rid of the intruders. He tells the PCs that this action will prove to him that the PCs are honest in their desire for peace with him and in their desire to safeguard the knowledge in the library.

18. DRY CHAMBER

This section of the tunnels is clear of water and mud. Qezzit envisioned it as a terrace where he could be alone with his thoughts. This section has a bubble similar to the one found in Area 1, but it only prevents mud and water, not creatures, from entering Area 18.

Four Triolan **scouts** led by a **spy** have been exploring this chamber, looking for a way into the library. They are on edge and believe any creature entering this area is an enemy. They attack the PCs on sight. If three of the Triolans are killed, the others surrender or flee as soon as they are injured.

Secret Door. The passageway to Area 17 is hidden. A successful DC 14 Intelligence (Investigation) check notices the hollow wall connecting this chamber to Area 17.

19. WEST TUNNEL ENTRANCE

The western section of this adjoined chamber is relatively dry, as the water sluices into the eastern tunnel. The water along the western tunnel has a depth of 1 foot, making it difficult terrain.

A successful DC 9 Wisdom (Perception) check notices muddy boot prints leading toward Area 18.

20. FLOODED TUNNEL

This tunnel is filled with water and muck almost to its ceiling. A half wall at the end of the ascending tunnel prevents water from spilling into the passageway between Areas 18 and 19.

Two **constrictor snakes** lurk in the cul-de-sac to the east. If the PCs don't investigate the side cavern, the snakes wait until the group passes through before picking off stragglers and pinning their prey underwater.

Concluding the Adventure

If the PCs strike an amicable deal with Qezzit Qire, the mummy returns to his studies, and he offers the zombies under his control to help with the construction and maintenance of the Floating Roads in return for protection from Sabine Felderol and the Canton of Melana. He hires on a living cadre of librarians to replace the zombies. Since the PCs have impressed him, he may call upon them again when he figures out a way to travel back in time to prevent the elven Great Retreat.

If Qezzit Qire is destroyed, the library becomes a contentious site for the Seven Cities, as individual leaders seek to plunder the library for powerful weapons against the Dragon Empire.

As long as the PCs survive, regardless of the resolution, Sabine Felderol rewards the PCs for their efforts.

Scroll Mummy

Parchment inscribed with arcane writing completely covers this creature, leaving room only for its glowing, purple eyes.

A scroll mummy expedites its passage into undeath through an arcane ritual that consumes several scrolls, while incorporating the surviving scrolls into the creature's body, similarly to burial wrappings for an ordinary mummy. This alternate mummy doesn't carry the same curse as one created through a burial ritual, but its unique, arcane creation does make it particularly deadly to spellcasters. Obsessed with knowledge, the scroll mummy siphons spells from spellbooks, scrolls, and even other spellcasters and inscribes them onto empty parchment on its body. A scroll mummy can use the spells it has inscribed onto its body and jealously guards those scrolls for fear of losing their power.

More powerful scroll mummies wrapped in extremely potent scrolls exist but have yet to emerge from their hidden lairs.

SCROLL MUMMY

Medium undead, neutral

Armor Class 12 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	18 (+4)	11 (+0)	14 (+2)

Saving Throws Wis +3

Skills Arcana +7, History +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Magic Resistance. The scroll mummy has advantage on saving throws against spells and other magical effects.

Scroll Body. The scroll mummy can inscribe a spell from a spellbook or scroll onto the parchment wrappings that cover its body as if copying a spell into a spellbook. Alternatively, it can inscribe a spell another spellcaster knows or has prepared onto its body by striking the spellcaster with its Spell-Siphoning Fist attack (see below). If the scroll mummy inscribes a spell with its Spell-Siphoning Fist, the inscribing is free and happens immediately. The scroll mummy can use any spell it has inscribed onto its body once per day.

Innate Spellcasting. The scroll mummy's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *comprehend languages, fire bolt, mage hand, prestidigitation, ray of sickness*

5/day each: *hold person, inflict wounds, scorching ray*

3/day each: *bestow curse, fear*

1/day each: *black tentacles, confusion*

ACTIONS

Multiattack. The scroll mummy makes two spell-siphoning fist attacks.

Spell-Siphoning Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 11 (2d10) force damage. If the target is a spellcaster, it must succeed on a DC 15 Charisma saving throw or lose one random unused spell slot. The scroll mummy inscribes one of the spellcaster's spells of that slot level onto the parchment wrappings that cover its body (see the Scroll Body trait).



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