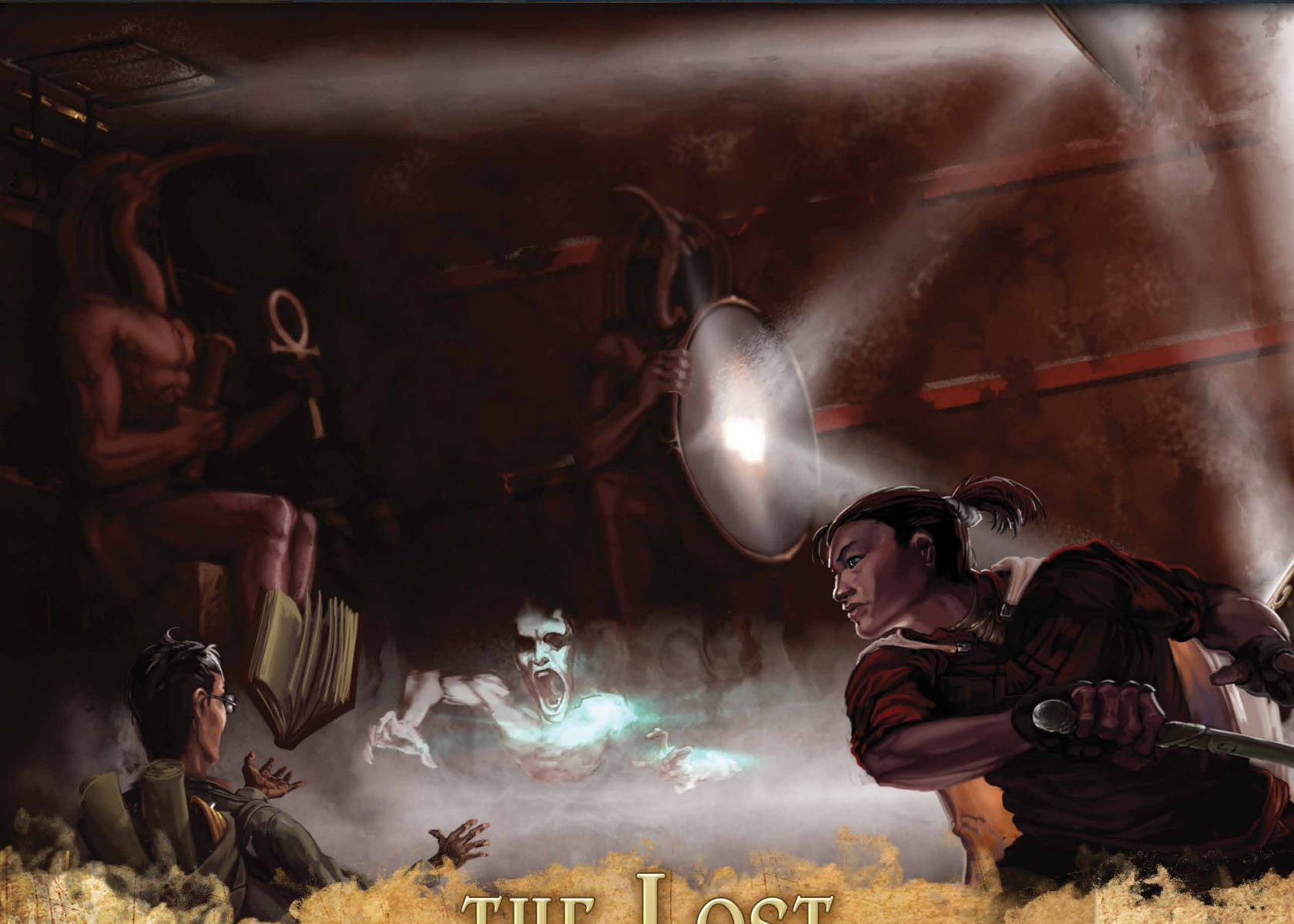


LEGENDARY ADVENTURE 5



THE LOST LIBRARY OF THOTH

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WHAT YOU WILL FIND INSIDE The Lost Library of Thoth (5E)

While some raiders of the ruins of ancient lands lust for gold and glory, the wise seek knowledge and the lore of the fallen empires. Somewhere below the desert sands lies a treasure trove of forgotten secrets and magical mysteries under the wings of the Scribe of the Heavens, Thoth. The cult of this archaic patron of knowledge is long dead, but fragments and clues lead you to a hidden shrine that once bore his name. Will you find legendary wisdom and mystic rewards untold, or will the tests of mind and body within reveal only secrets man was not meant to know?

The Lost Library of Thoth is a 7th-level adventure for the 5th Edition of the world's most famous roleplaying game, and is an ideal sidetrek adventure for heroes in search of lost lore or exploring the dusty ruins of a fallen civilization, especially one inspired by the legends and lore of ancient Egypt. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson



INTRODUCTION

The Library of Thoth is a temple-robbing adventure for characters of 6th to 8th level. This adventure works best if the PCs are looking for hard to find information, particularly if that information relates to the ancient world, as the Library of Thoth is an excellent place for them to find such information. The Library of Thoth might be a good source of background information about figures who have been around since ancient times, or it may serve as an alternate way to find information that the party missed during your campaign. The options for what information the party might seek are limitless. Even if the party is not particularly driven by the promise of ancient lore, the Library of Thoth also offers a rich assortment of rare and exotic spells that can be added to spellbooks. If all else fails, tomb-raiding parties may seek out the library simply to plunder its treasures, although care should be taken not to oversell this point, unless you want to disappoint your players, for most of the library's vast stores are books, scrolls, and tablets that will be all but impossible to transport or profit from. Alternatively, it's possible that the party may not be seeking the library at all, but rather a friend or companion who decided to plumb its depth: in this case, their companion might be found safe in area A7, absorbed in research, or he may be found along with (or instead of) one of the other victims in the library.

ADVENTURE BACKGROUND

The Library of Thoth is a fabled repository of knowledge, dedicated to the ancient god Thoth, which serves both as a massive archive of academic and learned writings, and as a holy site for Thoth's followers. While anyone was technically able to access the information held within the library, it was never intended to be easy to do so, and the library was intended more as a place to safeguard and protect knowledge, storing it so that it would be available to future generations, than it was intended to be used in a day to day fashion. As a result, the library was built so that it could be accessed on only a single day each month, and that anyone attempting to make use of it would have to overcome a series of difficult challenges, many of which were potentially life-threatening, and all of which had ritual and religious significance to those of Thoth's faith.

As the worship of Thoth died out in favor of newer gods, the library saw less and less use, until eventually there was no one left who could safely navigate its many challenges. Despite this, and despite the library's remote and isolated location, it is listed on many maps, and it is not difficult to track down where it is. Neither is it hard to learn its reputation for having great stores of information, and its more sinister reputation, that no one who has entered it since the dissolution of Thoth's following has ever emerged

EXPERIENCE COUNTS

We feel these short adventures work best using the milestone method of rewarding experience and gaining levels. Instead of tracking each individual number, concentrate more on the story and just level up each character at the conclusion of each adventure. You are certainly welcome to reward experience points as you go, whatever you and your players will have more fun with.

from it again, both of which can be easily learned by talking to anyone in any of the settlements within a day's travel or so of the library. It's also common knowledge that the library's main entrance is particularly difficult to enter, and that some sort of trick is required to get in, although the specifics require a little further research.

RESEARCHING THE LIBRARY OF THOTH

A successful DC 10 Charisma (Persuasion) check to gather information allows a character to track down a local who is credited as "telling the story of the library the best." In addition to the common knowledge about the library, this individual can also share the fact that the temple can only be entered for three days each month, and only at night, as its massive stone doors can only be opened in the light of a full moon. This individual also relates that many have tried to plunder the library's treasures, but none have succeeded. This is not actually true, however. While none of the adventuring parties to publicly attempt to brave the library have succeeded, the library has attracted numerous powerful wizards throughout the years, many of whom were successful in recovering the information they sought, but who, by their secretive natures, did not advertise their attempts; a successful DC 20 Intelligence (Arcana) or Intelligence (History) check is sufficient for a character to have read one or more sources from such a wizard, and to identify that the library has successfully been explored in the past. A DC 15 Intelligence (Religion) check allows a character to recall that the Library of Thoth was part archive and part temple, that the challenges one faces within are tests of faith and worthiness, measured by the tenets of Thoth's faith, and that the site is holy to the ancient god of Knowledge. Succeeding on any of these checks also reveals the fact that the library can only be opened at night under a full moon.

OUTSIDE THE LIBRARY

The Library of Thoth is a moderately-sized pyramid of dark stone, perhaps 50 feet tall. It sits at the foot of a small valley, nestled at the base of a looming mountain that seems to brood over it, with rocky

hills wrapped around it like a stony embrace. A single stone door, eight feet tall and half as wide, sits near one end of the side facing away from the mountain, a large engraving of an ibis bird carved into its surface, still visible through centuries of erosion.

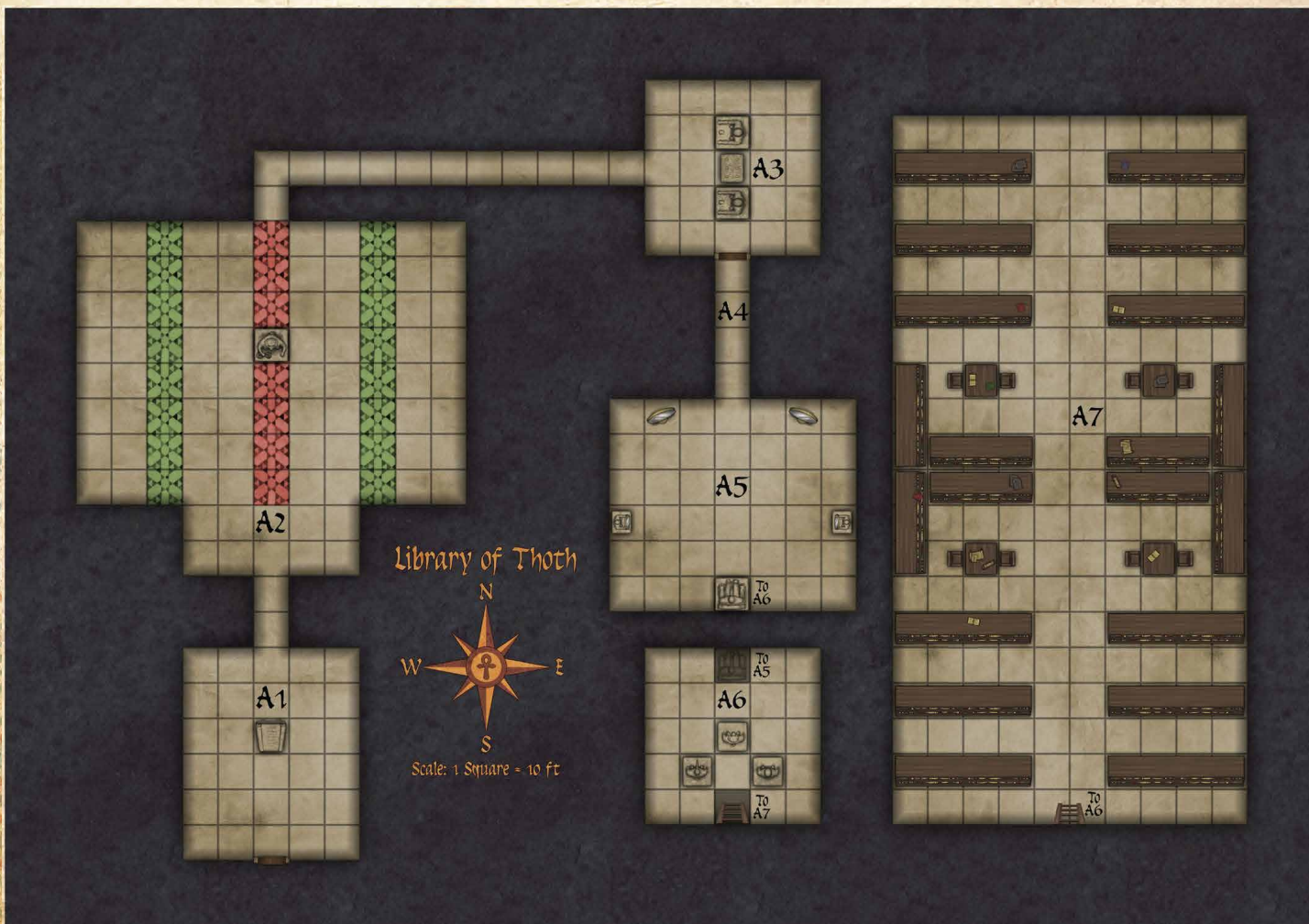
The library has a single entrance, a stone door 2 feet thick, located near the left side of the face of the pyramid that looks away from the mountain. When the door is exposed to the light of a full moon, the image of a human handprint appears in the middle of the door, glowing with a faint, silvery light (the image can also be seen with *see invisibility*). A character that places his palm against this handprint and holds it there for a few moments causes the door to rumble to life, slowly sinking into the floor to allow entrance to the pyramid.

As the door opens, a dried, desiccated corpse, which had been slumped against the inside of the door, falls out at the players' feet. The corpse is that of a middle-aged man, his clothing worn and threadbare, his flesh taugth and stretched against his bones. He wears a rotting leather satchel, which contains two *potions of comprehend languages*, and one *potion*

DECIPHERING HIEROGLYPHICS

All of the writing in this adventure takes the form of ancient hieroglyphics written in a dead language (or at least, a language that has changed dramatically since the time that they were written). Anyone attempting to read these hieroglyphics must succeed on a DC 20 Intelligence (History) check in order to do so. Characters that can speak the modern version of the language gain advantage on this check. Alternatively, characters with the aid of magic such as *comprehend languages* can read the writing automatically.

of tongues. A successful DC 10 Wisdom (Medicine) indicates that he did not die of violence; in fact, he was sealed inside the library decades ago during an expedition that went awry, and retreated back to the entrance chamber to wait for help after seeing his companion fall victim to the trap in area A2.



A1. THE ENTRANCE CHAMBER

The center of this room is dominated by a five-foot-tall tablet, which has been carved to resemble a scroll, which sits at a slight angle, resting on the backs of two carved stone ibis birds, and is covered in ancient hieroglyphics. The walls are lined with recesses in the walls that form simple shelves, on which rest row after row of gauze-wrapped shapes, about a foot tall. At the far end of the room is an open doorway leading deeper into the structure, with two massive ibises carved into the wall on either side.

This entrance chamber was created to remind all those who passed through of the glory of Thoth, and to discourage would-be thieves and others who do not belong with warnings about the tests that lie ahead. The writing on the stone tablet is ancient hieroglyphics, which will most likely need to be deciphered before it can be read (see the sidebar on this topic for more information). It contains a short prayer to Thoth as the giver of knowledge and the source of wisdom, and proclaims that this temple is a holy place, and warns that those who do not respect the library or its patron will suffer grievously for their insult. It also advises that once one begins down the path of the ibis, she can never return to before she first set out. Although not immediately obvious, this is a cryptic allusion to the fact that anyone setting foot in the hallway to the next room will cause the front entrance to shut, sealing the library. The gauze-wrapped figures on the shelves are, upon closer inspection, mummified ibis birds, and they number nearly 200 in all, lined quiet and still on the shelves.

The two large ibis hieroglyphics by the door leading deeper into the library are actually a single modified *glyph of warding* effect. Instead of blasting intruders or replicating a harmful spell effect, anyone that steps past the images and into the hallway causes the door leading out of the library to rise back into its position, sealing anyone currently within inside. There is no silver palm-print on the inside of the tomb, and while the door can potentially be opened with a DC 30 Dexterity check, or bypassed magically, most intruders must travel deeper into the library in order to escape, unless they have an ally outside who can open the door for them.

A2. EQUILIBRIUM CHAMBER [4,400 XP]

A number of hieroglyphics are carved on the walls of a small foyer in this chamber, which opens up into a wide and cavernous room after a few feet. A larger-than-life statue of a baboon-headed man, carved from sandstone, stands in the center of this bare room, one raised arm holding a pair of scales aloft from atop a pedestal. An open doorway stands at the opposite end of the room, and a row of red tiles runs across the floor from one end of the room to the other, underneath the statue. Two rows of green tiles flank the red one on either side.



This chamber served as a reminder of Thoth's role as a source of balance and equilibrium, and a reminder to those who would seek his blessings to pursue balance in all things.

The hieroglyphs in the entry foyer describe one particular aspect of Thoth, known as A'an, who is depicted as a man with a baboon's head, and is credited with weighing the hearts of the deceased to determine their value, and ultimate fate in the afterlife. A DC 25 Intelligence (Religion) check allows a character to identify either the statues or the hieroglyphics as this particular aspect of the god Thoth, and provides them with the same information. A DC 15 Wisdom (Perception) check notes that while both the foyer and the larger chamber are covered in a thick layer of dust, the dust on the ground in the foyer is thicker. The floor of the main portion of the room is actually a clever trap.

The floor in this chamber is actually a massive platform, which rotates along a massive stone axle that runs from the room's entrance to its exit. If a creature steps onto the platform, he can feel it shifting ominously beneath him, and unless he succeeds on a DC 15 Dexterity (Acrobatics) check, the entire floor of the chamber tilts 90 degrees, depositing all creatures on it into a 30-foot deep spiked pit, below for 10 (3d6) falling damage and 21 (6d6) piercing damage. If the creature walks on the red tiles in the center of the platform, the DC of the Dexterity (Acrobatics) check decreases to 10, although in order to reach the other side, the creature would need a successful DC 10 Strength (Athletics) check in order to clamber over the statue, while still maintaining balance.

Alternatively, if two creatures attempt to cross at the same time, and they are both on the green tiles, or further from the center, they need each succeed on only a DC 5 Dexterity (Acrobatics check). In all cases, attempting to move across the floor without disturbing its balance requires moving at half speed.

Creatures: A trio of scarab swarms lair within this chamber, one swarm in the pit beneath the trap and two more swarms resting dormant amidst the carved hieroglyphs along the walls, covered with dust and nearly indistinguishable from the surrounding stone (DC 15 Wisdom (Perception) check). The swarms are entitled to a Perception check each round the PCs end their turn within this chamber. If awakened, the swarms flow out to attack them, climbing or flying if necessary to reach their prey.

SCARAB SWARM (3)

Medium swarm of Tiny beasts, unaligned

Armor Class 15 (natural armor)

Hit Points 91 (14d8+28)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses Darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny scarab. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (3d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target is also exposed to sewer plague.

Treasure: The corpses of two of the trap's previous victims can be found at the bottom of the spiked pit, as well as numerous scattered bones. The more recent victim, the skeleton of an elven archaeologist who attempted to access the library 40 years ago, lies in one corner of the room, at the end of a short but messy trail of blood, her skeletal hands still clutching the spikes that impaled her. She has a broken suit of leather armor, a set of thieves' tools, and a pair of *goggles of night*. The other, much older corpse, likewise stripped of flesh, was once a priest of Thoth in

the ancient days when this place was still an active site of worship. The corpse is dressed in rotted priestly robes and wears a golden holy symbol of Thoth worth 200 gp.

A3. JUDGMENT CHAMBER (3,900 XP)

This room contains two statues, which stand on either end of a long, low, sandstone altar. Each of the statues stands with arms outstretched towards you, and a small stone tablet lies at each of their feet, covered in hieroglyphs. Atop the table are six beautiful figurines, made of gold and set with various gemstones, each in the shape of a cow.

This chamber served as a reminder of Thoth's role as a divine judge and an arbiter of disputes, and tested the supplicant's ability to mete out the wisdom of Thoth.

The two statues and the figurines are stand-ins for a hypothetical dispute, which the hieroglyphics on the altar, and on the plaques in front of the two statues, explain in detail. The altar is bare except for the six figurines, which are arranged in a semi-circle around a section of the altar which has been engraved with hieroglyphs. The hieroglyphs begin with a prayer to Thoth as the giver of law and a mediator of disputes, and then proceed to explain to the reader that before them is a dispute between two farmers, over a flock of cows. It advises the reader to hear the testimony of each of the claimants, and then pass judgment with the wisdom of Thoth.

The left statue depicts a pathetic-looking cowherd, unclean and dressed in poor robes. The plaque at his feet reads as follows: *Please, I am but a humble cowherd, these cows, and the milk they make, are my only livelihood. I was overjoyed when the merchant offered to buy every drop of milk I had, and quickly agreed, for my family is poor, but I never imagined that he would count the milk still inside my cows! The price we agreed to could barely buy one cow, let alone this many. If he takes my cows from me, my family will starve.*

The right statue depicts a smug-looking merchant, bald, with neatly-trimmed eyebrows and goatee. The plaque at his feet reads as follows: *I offered to buy every drop of milk this cowherd owns, and let him set his own price. The terms clearly include the milk that is within his cows, if he owns them, and it is not my fault that he did not consider this before agreeing. The bargain has been struck, and I demand that he lives up to his end of it.*

Development: If all six figurines are placed on the hands of the merchant statue, the door to area A4 opens. If this occurs, award the party 3,200 XP, as though they had defeated a Challenge 8 encounter. If the figurines are distributed between the two statues, or if all of them are placed on the hands of the cowherd statue, a *magic mouth* appears on the altar and speaks in the ancient language of the hieroglyphs, chastising the listener for allowing his heart to guide his

hand, and declaring that such misguided benevolence only breeds evil, before a single **hezrou** demon is summoned, which attacks all creatures in the room. By contrast, if any of the figurines are removed from the altar and not placed on the hands of one of the statues within 1 minute, a similar *magic mouth* berates anyone present for their corruption and allowing their greed to undermine the rule of law, and then a single **holy assassin** is summoned instead, but it also attacks all creatures in the room (regardless of alignment). If a creature is summoned in this way, the door to area A4 opens if that creature is slain.

Creatures: As above, a hezrou or holy assassin may be summoned.

HEZROU

CR8

XP 3,900

hp 136 (5E SRD)

ASSASSIN

CR8

XP 3,900

hp 78 (5E SRD)

Treasure: The figurines are worth 400 gp each, and can be safely taken once the door to area A4 opens.

A4. HALL OF THE MOON

This long hallway is heavily engraved on both walls, and along the ceiling. Amongst the hieroglyphics are many detailed depictions of the moon in various phases, often with rays of light shining down and illuminating various objects and figures.

The hieroglyphics in this chamber offer prayers to Thoth which focus on his association with the moon, both as an illuminating and guiding light in the darkness, and as a means to track the passage of time. The phrase “O, great Thoth, bearer of the moon’s light, in which all things are revealed,” is repeated several times throughout the passageway.

A5. CHAMBER OF THE MOON (2,900 XP)

In the center of the far wall is a massive, 25-foot-tall relief carving of a muscular man with the head of an ibis bird, seated on a giant throne, holding an ankh in one hand and an unfurled scroll in the other. A pair of large, circular mirrors mounted on metal frames, which stand a few feet to either side of the door, and point towards the statue, reflect beams of pale, silvery light which descend from small shafts in the ceiling above them.

This room tested a supplicant’s problem solving abilities, and reminded supplicants of the importance of the knowledge and wisdom that Thoth provides. It contains several features that have been rendered invisible, and special, ancient magic that suffuses the room causes all moonlight within it to naturally reveal invisible creatures and objects that are exposed to it. If the moonlight directly touches even a small section of the creature or object, the entire creature or object is revealed. The shafts in the ceiling that allow in the moonlight are only 1 foot square, making it difficult for even flying creatures to escape through them. During the day, or if it is cloudy or the moon is otherwise obscured, no moonlight enters through these holes, and the mirrors do not function.

The stands which hold the mirrors can be rotated, allowing them to reflect moonlight to other portions of the room. They reflect moonlight in a 30-foot line, and it is a move action to rotate which adjacent square the line begins on by one step. Alternatively, as a full-round action, a character can oscillate the mirror back and forth, illuminating everything in a 30-foot cone. In addition to the relief sculpture that is currently illuminated by the moonlight (which becomes invisible if the mirrors are turned, or the moonlight is obstructed), there are two other invisible reliefs, in the center of the East and West walls, each of which show a slightly smaller depiction of a standing Thoth holding a mirror. These mirrors are positioned to reflect moonlight pointed at the reliefs to mirrors mounted on the South wall of the chamber, 10 feet off the ground, which then further reflect the light to a spot on the Northern wall, just above the head of the massive relief of Thoth, where the wall meets the ceiling, revealing a trap-door and a few ladder-like handholds and footholds carved out of the wall, which are normally invisible. In order to progress, a supplicant had to find the hidden reliefs with the rotating mirrors, then climb the massive relief of Thoth (DC 10 Strength (Athletics) check, or DC 15 if the relief is currently invisible) to reach this trap-door, which leads to area A6.

Creatures: The room contains one other invisible thing, an invisible stalker, a summoned guardian bound to protect this room against intruders. As with any other invisible things in the room, the invisible stalker becomes visible (as a silvery and featureless humanoid shape shrouded in mist) when touched by moonlight. As a result, it does it avoids passing through the beams of the mirrors. Typically, the invisible stalker waits until a supplicant has begun to climb the relief of Thoth, then moves the mirrors to render the relief invisible, then flies up and attacks the climbers in the confusion, although if the PCs solve the puzzle through unexpected means, it adjusts its tactics accordingly.

INVISIBLE STALKER CR7

XP 2,900

hp 104 (5E SRD)



A6. CEREMONIAL CHAMBER (6,900 XP)

Three stone statues, one with the head of a bird, one with the head of a baboon, and one with the head of a man, stand in a rough triangle around this room. At the far end of the room, a hole in the floor with rungs carved into it reveals a passage downward.

This chamber represents the final challenge to those who wish to access the library, as graven guardians that watch over this room ask a series of questions and await customary responses. Although it was originally more of a formality than an actual challenge, the obscurity into which the ancient religion—and language—have fallen have made the ritual exchange far more difficult. The vertical shaft at the other end of the room leads 120 feet straight down, far below ground level, to area A7.

Creatures: Three graven guardians occupy this room. They stand dormant until a creature enters the room, at which point they all address the creature, speaking preprogrammed ritual phrases in unison. They ask a total of three questions, and require a specific passphrase to be spoken in response to each question, and if they do not receive that answer after 30 seconds, they attack. Even if a creature answers the first two questions correctly, failing to answer the third ends in a fight. Making the ritual

even more difficult, the graven guardians speak the same ancient language that the hieroglyphics are written in, and can only understand answers given in the same language. The questions that they ask, and the answers, are as follows:

Where should we search in the dark of the night? / Cast your gaze to the moon's bright light.

What shields us from chaos's gaping maw? / Thoth's great gift, unwavering law.

What do you seek, and why have you come? / I search for knowledge, to increase my wisdom.

Creatures that do not speak the language can still determine the general meaning of the questions with a successful DC 20 Intelligence check. A creature that understands the meaning of one of the questions can make an Intelligence (Religion) check (DC 20 for the first two questions, DC 25 for the last question) to recall the correct ritual response. If the party successfully answers all of the questions, the mythic graven guardians go still and silent. Award them experience as though they had defeated them.

Each of the graven guardians is associated with a different pair of Thoth's domains. The one with Knowledge and

Law as its domains is carved to resemble Thoth in his A'an aspect, as a baboon holding a pair of scales. The one with Knowledge and Rune as its domains is carved to resemble Thoth in his main aspect, with the head of an Ibis, holding a scroll. The one with Darkness and Magic as its domains resembles a human man with an ornate ceremonial headdress topped with a large crescent moon, and holds a mirror. All three wield sickles in their main hand. If a character openly displays the holy symbol of Thoth (such as the one found in area A2), the graven guardians cannot attack that character unless he attacks them first, but they can restrain him via grapple and prevent him from proceeding to the next chamber.

GRAVEN GUARDIAN (A'AN)

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d8+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	1 (-5)	12 (+1)	10 (+0)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 11

Language -

Challenge 6 (2,300 XP)

Faith Bound. The graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Innate Spellcasting: The graven guardian's innate spellcasting ability is Wisdom (spell save DC 12). The graven guardian can innately cast the following spells, requiring no material components:

At will: *Command*

Lawful Weapons. The graven guardian deals an extra 1d6 damage against chaotic creatures.

Magic Weapons. The graven guardian deals an extra 2d6 damage with its critical hit if it rolls a 20 on its attack roll.

ACTIONS

Multiattack. The graven guardian makes three sickle attacks.

Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.



GRAVEN GUARDIAN (IBIS)

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d8+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	1 (-5)	12 (+1)	10 (+0)

Damage Immunities poison; bludgeoning, piercing, and

slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 11

Language -

Challenge 6 (2,300 XP)

Faith Bound. The graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Innate Spellcasting. The graven guardian's innate spellcasting ability is Wisdom (spell save DC 12). The graven guardian can innately cast the following spells, requiring no material components:

3/day each: *Glyph of Warding* (can imbue with any 3rd level or lower wizard spell)

Magic Weapons. The graven guardian deals an extra 2d6 damage with its critical hit if it rolls a 20 on its attack roll.

Runecarved. If the graven guardian takes acid, cold, fire, lightning, or thunder damage, its attacks deal 1d6 additional damage of that type until the end of the graven guardian's next turn.

ACTIONS

Multiattack. The graven guardian makes three sickle attacks.

Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

GRAVEN GUARDIAN (MOON)

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d8+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	1 (-5)	12 (+1)	10 (+0)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 11

Language -

Challenge 6 (2,300 XP)

Faith Bound. The graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Innate Spellcasting: The graven guardian's innate spellcasting ability is Wisdom (spell save DC 12). The graven guardian

can innately cast the following spells, requiring no material components:

3/day each: *Etherealness* (is still perceptible as a shadow, cannot enter areas of bright light)

Magic Weapons. The graven guardian deals an extra 2d6 damage with its critical hit if it rolls a 20 on its attack roll.

ACTIONS

Multiattack. The graven guardian makes three sickle attacks.

Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

A7. THE LIBRARY OF THOTH

This massive underground chamber contains row after row of bookshelves, each nearly forty feet high, and stretches off into the distance further than you can see. Each shelf is packed with scrolls, tablets, and even a few books. A few tables and chairs are interspersed between the shelves at various points, providing convenient places to read.

This large room was once claimed to be a repository of all knowledge, although with the fading of Thoth's following and the library being largely forgotten, its records are now far out of date, but nonetheless quite extensive. Anyone using the library to make an Intelligence (Arcana), Intelligence (History), Intelligence (Nature) or Intelligence (Religion) check gains advantage on that check, in addition to the normal benefits of library use. Additionally, the library contains a large selection of spellbooks, and may also be the only place that certain information about the ancient time in which it operated can currently be found. Any creature touching one of the sacred writings in this room without first offering a prayer of thanksgiving to Thoth, or without the permission of the axiomytes (see **Creatures**) triggers a trap. This trap can be triggered up to three times. You may choose specific locations for these traps, or they may appear anywhere in the room they are needed. PCs must intentionally touch the sacred writings to trigger a trap; being pushed or otherwise forced into contact with them does not trigger the trap. The trap may be noticed with a DC 25 Wisdom (Perception) check. Disarming the trap requires a DC 25 Dexterity check, or a *dispel magic* spell (Dispel DC 15).

If the trap is triggered, specially prepared scrolls swarm the victim, cutting them with magically sharp edges and releasing glowing hieroglyphs of destructive energy. Anyone triggering the trap takes 35 (10d6) slashing damage and 17 (4d6) force damage. With a successful DC 14 Dexterity saving throw, they take half the slashing damage and no force damage.

Creatures: The library is curated by a group of four axiomytes, one of whom is quick to approach anyone entering the area and congratulate them for making it

there, and then ask if there is anything it can help with. The axiomites have watched over the library since its heyday, and have no plans to stop doing so any time soon. If asked why they continue to serve here, with Thoth forgotten and irrelevant, they reply that with or without Thoth, there is much knowledge here that must be preserved, and they are happy to ensure that it is. If asked about the traps, or why they have allowed the library to fall into obscurity, they explain that its purpose is to gather and store knowledge, not to distribute it, and that while they welcome visitors who prove themselves worthy, they are not eager for crowds.

AXIOMITE

Medium celestial, lawful neutral

Armor Class 18 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Celestial, Common, Draconic, Infernal

Challenge 8 (3,900 XP)

Innate Spellcasting. The axiomite's spellcasting ability is Charisma (spell save DC 13). The axiomite can innately cast the following spells, requiring no material components:

3/day each: haste, lightning bolt, telekinesis

Regeneration. The axiomite regains 10 hit points at the start of its turn. If the axiomite takes damage from a magical weapon or spell, this trait doesn't function at the start of the axiomite's next turn. The axiomite dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

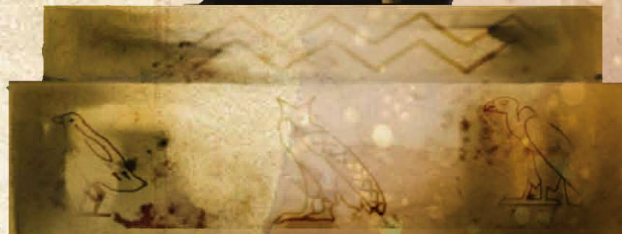
ACTIONS

Multiattack. The axiomite makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Dust Form. As a bonus action, an axiomite can shift between its solid body and a form of golden, crystalline dust. In dust form, it can fly through the tiniest of spaces, treating them as difficult terrain, but cannot make attacks. When solid, it cannot fly.

Development: The axiomites will not allow any of the books, scrolls, or tablets to be taken from the library, preventing this with violence, if necessary, but they are happy to provide pen and parchment so that visitors can



transcribe any information they seek. When the party is ready to leave, the axiomites lead them to a lonely corner of the massive room, which contains a circular stone platform, and instruct them to stand on it. Once they do, the ceiling above the platform opens, and after a brief rain of sand, reveals the sky above as the platform begins to rise, depositing them, after a moment, atop one of the rocky hills near the outside of the library. The platform recedes and the ground closes beneath them once they step off of it, leaving little trace that anything was ever there.

If the party does decide to fight the axiomites, and manages to overcome them, the wealth in the library is substantial. In total, the ancient manuscripts can be sold for a total of 40,000 gold, and the spellbooks make up another 15,000 gp worth of treasure, including three scrolls of *magic missile* (caster level 9th) plus any other scrolls you wish to include. Of course, in addition to slaying the axiomites, the party would need to find their way out on their own, and then find a way to transport the entire massive library's worth of ancient and fragile texts through the harsh desert safely in order to capitalize on that wealth.

CONCLUDING THE ADVENTURE

It is left to the GM to determine exactly what information the PCs are able to find in the Library of Thoth, but its records are quite extensive. Even if the PCs don't find exactly what it is that they're searching for, something in the library should be able to at least point them in the right direction. The axiomites spend a considerable deal of their time cataloging and cross-referencing everything in the library, and so can be of incredible assistance in tracking down information: the party should be able to find whatever information they are looking for without needing to make rolls to do so.

Assuming that they don't attempt to kill the axiomites and cart off the library's entire contents for sale, the party may be able to return to the Library of Thoth at a future time in order to consult its contents about new issues that they were not aware of on their first visit. If so, the GM may decide to allow them to simply enter through the hidden exit that they left from, to save time, or, the party may go through the dungeon again, to find that it has changed in their absence, and quite possibly encountering powerful monsters, either left behind as guardians by the last person to brave the temple, or simply invading the library and claiming it as their own.

If the PCs spread the word of their adventure, and the fact that they have visited the Library of Thoth, they may also attract attention to themselves. A secret sect of Thoth worshipers known as the Brothers of the Book, which have dwindled over the past centuries, but still maintain a few members, consider among their divine mandates the protection of the knowledge stored in the library. If the organization becomes aware that the library has been breached, they may feel the need to test the party for their

worthiness, and ensure that they will not spread the secrets of how to bypass the place's traps. Should the party be found wanting, the Thoth cultists may feel the need to eliminate them, in order to protect the secrets of their temple.

APPENDIX

The following magical spells are unique to the cult of Thoth and can be discovered among the scrolls and papyri in the library. Additional unique magics can be found in *Tomes of Ancient Knowledge* from *Legendary Games*.

HIEROGLYPHIC BARRIER

5th-level abjuration (cleric)

Casting time: 1 action

Range: 60 feet

Components: V,S

Duration: Concentration, up to 10 minutes

You create a screen of glowing hieroglyphs and translucent pictograms in an Egyptian style up to 100 ft. long, and 10 ft. tall. The *hieroglyphic barrier* does not block line of sight but does provide light obscuring in both directions to creatures on the opposite side of the barrier. The glowing glyphs and images shed bright light within 10 feet and normal light 10 feet beyond this.

In addition to the visual effects described above, any creature passing through a *hieroglyphic barrier* is affected as if the barrier were a *glyph of warding*. The caster must designate the type of glyph at the time of casting and it cannot be changed thereafter. If the caster chooses an explosive glyph effect, the *hieroglyphic barrier* deals damage individually to each creature passing through it (Dexterity saving throw for half); it does not create a burst.

If the caster chooses a spell glyph, the casting time increases to 1 round and the spell to be imbued into the *hieroglyphic barrier* is also cast and expended (including any material components) as part of this casting. A creature that successfully saves against a spell glyph effect is thereafter immune to that spell glyph effect, even if it passes through the *hieroglyphic barrier* more than once.

At Higher Levels: When you cast this spell using a 6th level spell slot or higher, the damage from an explosive rune increases by 1d6 for each slot level above 5th, or you can store a spell one level higher than 3rd for each slot level above 5th.

MOONLIGHT

2nd-level abjuration (cleric, druid, sorcerer, wizard)

Casting time: 1 action

Range: 100 feet

Components: V, S, M (powdered moonstone; see text)

Duration: 1 hour

You create an immobile area of soft blue-gray light that washes out all color, 30 ft. in radius. This area is treated as normal light; however, creatures sensitive to bright light treat it as dim light for the purpose of light-based penalties.

The caster can prepare a focus component for this spell by using a moonstone worth 50 gp and exposing it to the light of a full moon for a night. When cast using this focus component and holding the focus in hand, the caster can move the target point of the spell's area as a bonus action to any other point within range.

THOTH'S CRESCENT

2nd-level transmutation (cleric, paladin)

Casting time: 1 action

Range: touch

Components: V, S, M (a silver piece)

Duration: concentration, up to 10 minutes

The target nonmagical sickle gains a +1 bonus on attack and damage rolls and is treated as a silver weapon for the purpose of overcoming damage resistance. If you are a cleric or paladin that worships Thoth, the sickle has the damage and critical threat range of a scimitar when wielded in melee, and the wielder can use the sickle to make ranged attacks as if it were a ranged weapon with a normal range of 20 feet and a long range of 60 feet. Immediately after the attack, the weapon flies back to your hand.

If you are a worshiper of Thoth with the ability to channel divinity, you can expend one use of channeled divinity as a bonus action in order to do +2d6 damage against chaotic creatures a number of rounds equal to the number of channel divinity uses you have between rests. This property functions only when in the hands of a cleric or paladin of Thoth.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

THREEFOLD MOONS OF THOTH

5th-level evocation (cleric, sorcerer, wizard)

Casting time: 1 action

Range: 200 feet

Components: V, S, M (3 pearls worth 100 gp each)

Duration: concentration, up to 1 hour

You create three glowing motes of light that whirl and spin around the caster, one resembling a full moon, one a half moon, and one a crescent moon, shedding light equivalent to a *moonlight* spell centered on and moving with the caster. As a bonus action, the caster may send any or all of the moons to any points within range, causing their light to emanate from that point with a radius of 30 feet. If the caster moves so that one or more moons would be outside the spell's range, those moons immediately return to the caster's side.

In addition to shedding light, the *threefold moons of Thoth* exert power over certain realms of magic, as follows:

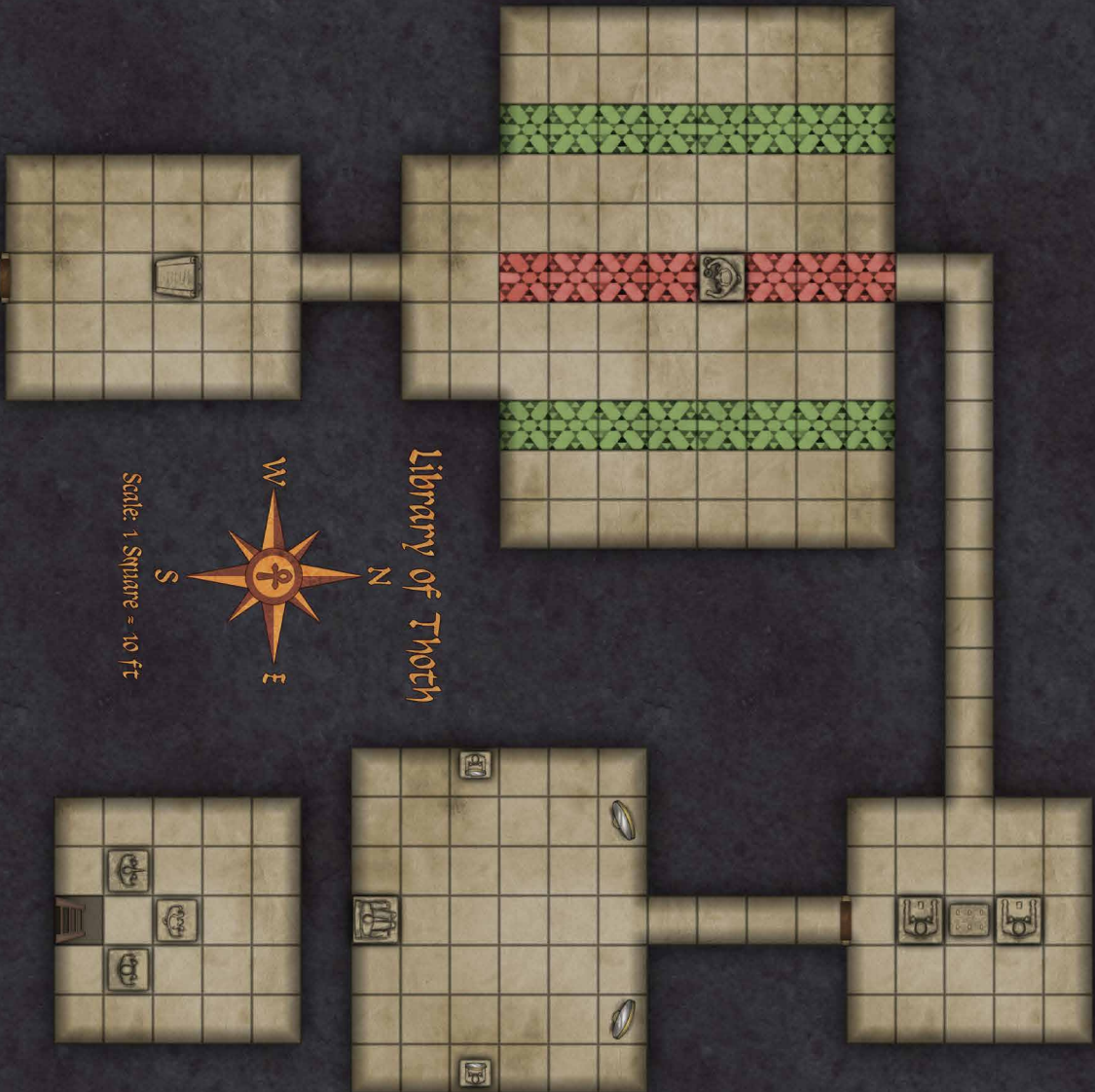
Full Moon: Representing light and certainty, the full moon enhances that create light.

Half Moon: Representing balance and negotiation, the half moon enhances abjurations

Crescent Moon: Representing knowledge and wisdom, the crescent moon enhances divinations; and spells that create runes, symbols, and writings.

As long as the moon is adjacent to you, you can identify any spell being cast that corresponds to the moon, and gain advantage on saving throws against spells using its types of magic. In addition, at any point during the spell's duration you can tap a moon when casting a spell of its type. This causes the spell to take effect at +1 slot level and also can effect the spell as if a sorcerer with any metamagic that costs 1 sorcery point or less. These benefits stack if you are a sorcerer using that metamagic. After a moon is tapped it winks out and its effects are lost. If all three moon are tapped in this way, the spell ends.

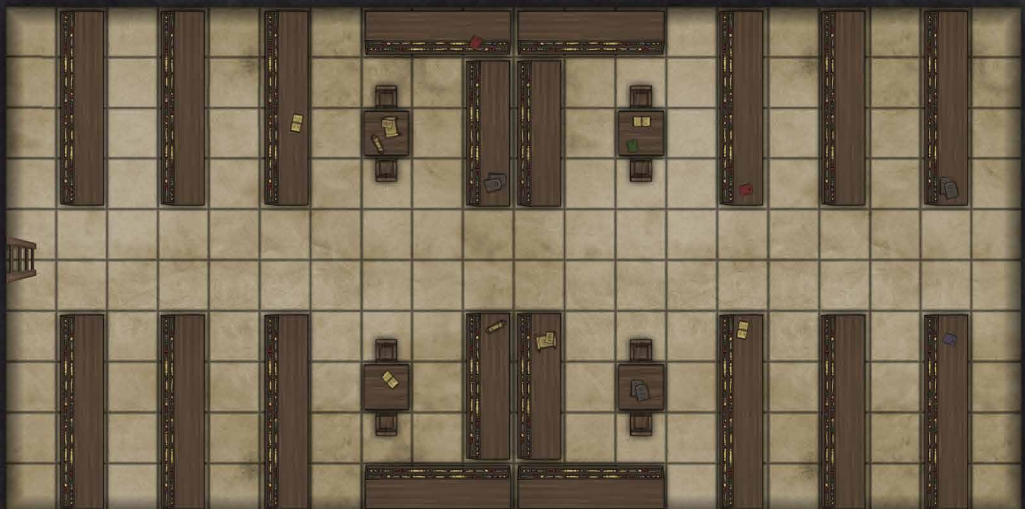




Library of Thoth



Scale: 1 Square = 10 ft



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