



 **MONKEYDM**

THE FORGOTTEN LIBRARY

5TH EDITION ADVENTURE

SOME SECRETS SHOULD NEVER SEE THE LIGHT OF DAY

MONKEYDM

THE FORGOTTEN LIBRARY

THE FORGOTTEN LIBRARY IS AN ADVENTURE DESIGNED FOR 4-5 LEVEL 3 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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INTRODUCTION

This adventure can be dropped on the adventurers at any point in time when they are at level 3. The hook is straightforward.

As the party walks along the road, a letter materializes at the feet of one of the players. This letter can contain any number of backstory motivations. Perhaps it details the incarceration of a loved one, or perhaps the location of a powerful item someone is looking for.

Upon opening the letter, as the character reads it, the world starts to shift around the party, as the letters in the letter start making less and less sense. The adventurers find themselves on a snowy road.

Read the following:

You are deep inside a canyon, snow covering the road and the mountains around you. The road behind you glimmers faintly, while a couple of miles ahead of you stands a tall building, a castle of sorts, made of dark and smoky bricks. Seemingly out of nowhere an unmanned carriage stops next to you, the door opening on its own.

If the player try to turn back they soon realize that the shimmering light behind them is due to a *wall of force* spell, the only way is forward.

They can take the carriage or not, it doesn't change anything for the purposes of this adventure.

ENTERING THE LIBRARY

Once the player have walked or taken the carriage to the library, they are faced with a large wooden door. If they walk around the structure they realize that this is the only entrance or exit visible.

Simply **knocking** on the door will cause it to open on its own. Otherwise a successful **DC 18 Strength (athletics) check** is required to pry it open.

EXPLORING THE LIBRARY

Unless mentioned, each door of the library closes and locks behind the players as they progress.

ZONE A: GROUND FLOOR

A:1 THE RECEPTION

The hall of the library is grand and covered with books of many sorts. Two statues of metal are on each side of the reception, the door leading ahead is locked, and nothing can open it. When the players attempt to open it, the following happens.

Behind the front desk is the illusion of an owl asking the following question, he repeats it every 30 seconds.

"I am made of metal

But I am also said to posses a soul

Who am I ? "

(the answer is: **an animated armor**)

The first answer given is the one taken into account. If it is wrong the owl will screech and vanish. On each side a **facsimile animated armor** will come to life and attack the party. Each armor has the voice of one of the characters. After defeating the armors, the doors open. If the answer is guessed correctly then the doors open without fighting.

FACSIMILE ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Facsimile (once per short or long rest). As an action the statue takes on the appearance of one creature that it can see within 60 feet of it and teleport in a square adjacent to that creature. A creature that tries to attack the armor must succeed a successful DC 11 Wisdom saving throw or believe the armor to be their ally and target their actual ally instead. This ability lasts for an hour or until the armor dies.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage.

A:2 THE POND

The area is quite peaceful, but warm, extremely warm and humid. It feels out of place in this library. A character with a passive perception above 12 will notice 2 vials half buried in the sand at the bottom of the pond. These are *1 minor healing potion* and one empty vial containing a *ring of fire resistance*. At a glance the water seem to bubble and boil. If a character tries to reach for the potions they need to succeed a DC 11 Constitution saving throw, or take 4 (1d8) fire damage. They automatically succeed on the save if they are resistant or immune to fire damage.



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After reading this to your players, let them explore the room. A successful DC 10 Intelligence (Investigation) check will show them that atop the bookshelves, carved in a luminous substance are numbers. From 1 to 12. (I would reveal the map to your players at this point). A character with an Intelligence Score of 12 or higher will remark that the symbols on the floor are associated with classes.

On the altar in the center of the room is a parchment (if one of your players speaks infernal the text is in infernal, otherwise in common). It reads the following: “**When the god rose from his slumber, anger filled his heart, with magic pumping through his veins, he shattered the battlefield, songs were written for the ages that day.**”

Answer: 2, 11, 4, 8, 1 (Cleric, Barbarian, Sorcerer, Fighter, Bard)

The symbols that are on the floor are pressure plates, but they remain depressed for 30 seconds after being pushed down. If the sequence inputed was not correct or 30 seconds pass without completing the sequence, the room fills up with necrotic energy as a demented laugh

is heard below, everyone in the room must succeed a DC 13 Constitution saving throw or take 3d6 necrotic damage and one level of exhaustion (to a maximum of 3), or half as much damage on a success and not suffer exhaustion.

If the correct sequence is inputed, the stairs on the floor next to the altar will depress and create a staircase leading even further below, where the heat only seems to increase.

ZONE C: THE SUNLIT CHAMBER

This room is affected by an **anti magic field** spell, that covers the entire room. The players must take the stairs next to the miniature sun, and walk around the interrogation mark that the bookshelves are forming to depress the stairs located at the bottom of the room. While walking on these shelves the players are assaulted by nightmarish visions of their past. Be it the scream of a dead family member, or the cold hand of a long lost child. To successfully finish the walk a player must succeed on two consecutive **DC 12 Wisdom saving throws**, each causing 2d6 bludgeoning damage as they jump off the 20ft high bookshelves.

Inscribed at the bottom of the sun is the sentence “*walk the path of most resistance and encounter your nightmares and your flaws, this will propel you forward.*” to guide your players.

A.3 MAIN HALL

On the sides **2 Facsimile animated armor** stand, no matter if the riddle was answered correctly or not, they will attack the characters as soon as they get too close to them. If the players stay far away from them, they do not budge.

This room contains nothing of interest, except for the fact, that although the library seems like a tall building from the outside, the stairs here lead below.

If the players peruse the shelves and try to read the books, they will realize that all of them seem to have a certain heat to them, and that the language in which they are written is ciphered and unreadable.

The whole library is fireproof, meaning that the books, shelves and scrolls of all kind are all immune to fire damage.

ZONE B: THE COSMIC ROOM

You are standing in a dimly lit room, behind you the stairs retract inside the walls blocking the way. On the ground you observe 12 symbols of various shapes. Surrounding them you observe bookshelves, that seem to shine, and an altar in the center. The whole room feels surreal, as if floating in space.

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Zone B

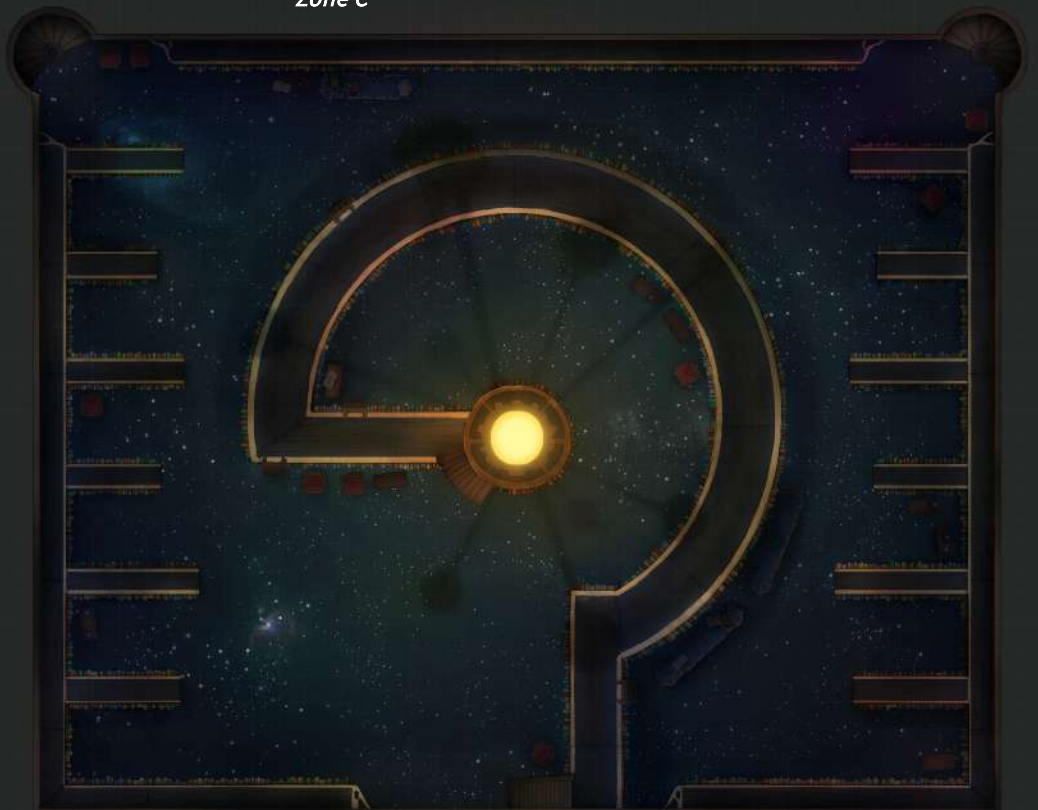


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Zone C



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ZONE D: THE SKELETAL CHAMBER

The players arrive here, read the following:

As you step in the room, the stairs behind you retract in the wall once more. What you see before you are skeletal remains, as if frozen in time, performing a macabre dance. You see skeletons of various wildlife forms, and other creatures you've never seen before, skeletons of an age past. A tree is planted atop the room, its lively leaves laughing in the face of death. You see another set of stairs south of the room. The heat is almost unbearable.

A successful DC 13 Intelligence (Investigation) check, will reveal the underneath one of the root of the tree is a shining object, it's a *ring of fire protection*. If the players grab it, the entry to the stairs is barred by a *wall of flames* spell, and the ephemeral voice of the Librarian says "Your greed will be the end of you (evil laughter)".

The skeletons below start moving, as the **skeletal bulette** jumps on the player with the ring, the **** skeletal giant crab**** (uses the stats of a regular giant crab) also moves as well as the **skeletal saber-toothed tiger**. If the players ignore the ring, only the **skeletal bulette** attacks.

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SKELETAL GIANT CRAB

Medium undead, unaligned

Armor Class 15 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., passive Perception 9

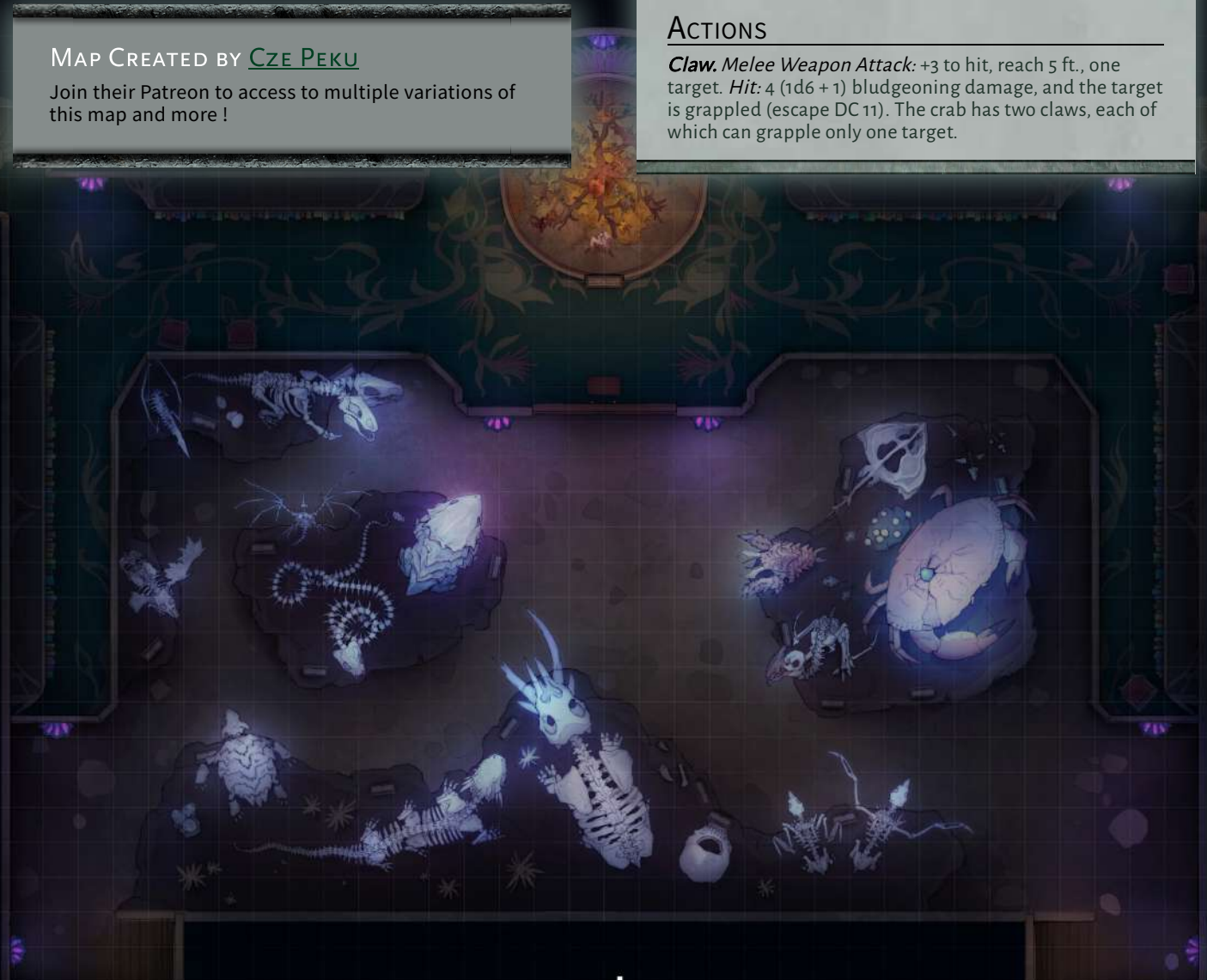
Languages —

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the Skeletal Giant Crab to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Skeletal Giant Crab drops to 1 hit point instead.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.



SKELETAL SABER-TOOTHED TIGER

Large undead, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



SKELETAL BULETTE

Large undead, unaligned

Armor Class 12 (natural armor)

Hit Points 103 (9d10 + 54)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	23 (+6)	1 (-5)	8 (-1)	4 (-3)

Skills Perception +3

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Standing Leap. The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

Undead Fortitude. If damage reduces the Skeletal Bulette to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Skeletal Bulette drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its ft. in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 11 (2d6 + 4) bludgeoning damage plus 7 (1d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Once all the creatures have been killed, the stairs unlock and everyone can proceed to the lower floors. But they all get the sense that someone is watching them. Those with a passive perception higher than 15 feel breathing down their neck. But when they turn around it goes away, and starts again as soon as they start walking. A distant chuckle can be heard.

ZONE E. THE STEAM ROOM

Zone E

Read the following.

As you walk in, the stairs retract in the wall behind you, blocking the way. This room is packed with steam, it's hard to breathe and almost suffocating, the heat sticks to your body like leeches. You see the outline of what seems to be a glowing pool in front of you, and to the south of it, a vague shape in the fog, which you can't quite make out.

This room is hard to see in, the areas within 10 feet of the candelabras or the pool are considered lightly obscured, while the rest of the room is heavily obscured by the fog. Unless they have magic to disperse the fog, it remains. This heated fog prevents any long rest, as for each hour that someone stays in the fog, they must succeed a DC 15 Constitution saving throw or take 2d10 fire damage, or half as much on a success (this damage ignores resistance or immunity).

E.1 THE POOL OF HEALING

The pool in this room has magical properties. It can heal an amount of 20 hit points total. If someone walks in the pool it will try to heal them as much as possible, and so on, until it can't heal anymore.

It can remove any number of points of exhaustion upon contact, without limit. Although if someone tries to stay longer than 10 minutes in the pool, they will take 2d6 fire damage at the start of each of their turn.

E.2 THE STEAM DRAGON TRAP

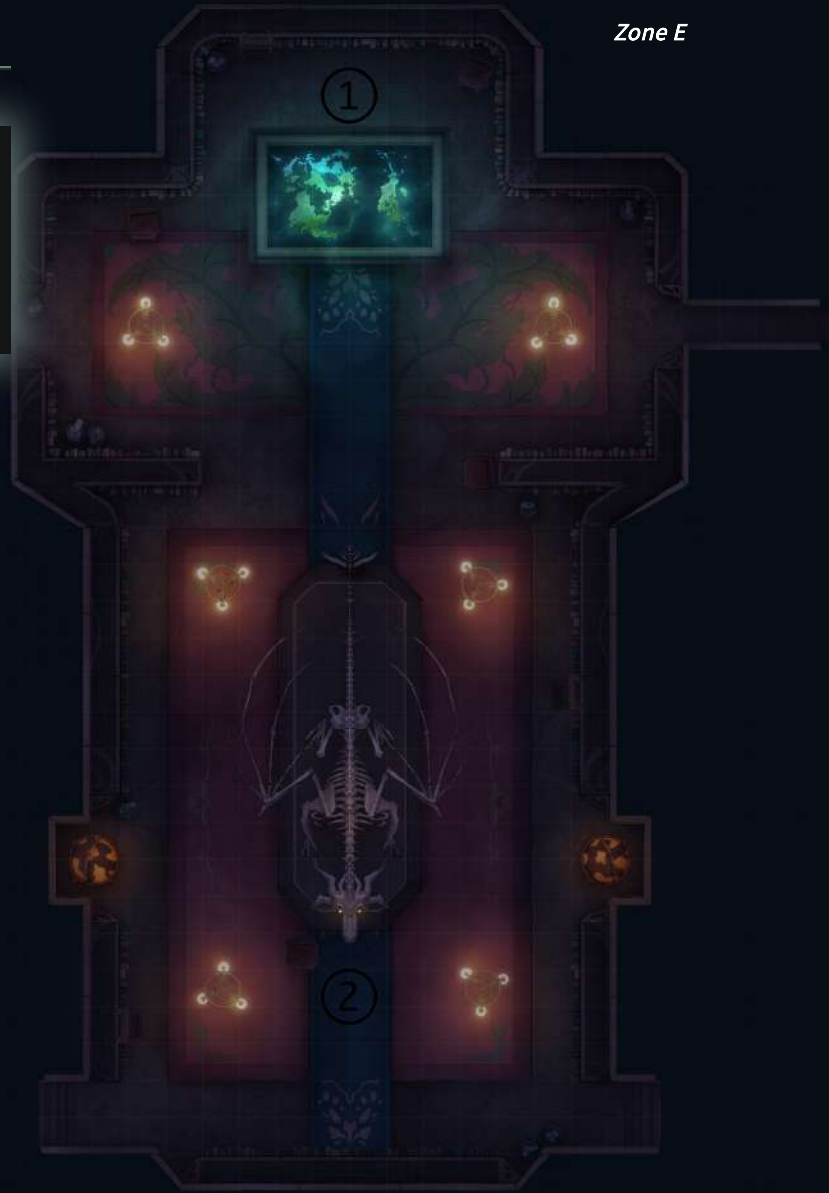
If a character walks on the blue carpet in front of the dragon statue, the dragon will open its jaws and spit out a steam breath in a 30 feet long line that is 10 feet wide. Any creature caught in the breath must succeed on a DC 13 Constitution saving throw or take 21 (6d6) fire damage, or half as much on a success.

If a character comes within 5 feet of the statue it will start to see vivid nightmares. The creature must succeed a DC 13 Intelligence saving throw or take 18 (4d8) psychic damage and be frightened of the statue for one minute.

ZONE G. THE DREADFUL LIBRARY

This room is under a *silence* spell. This part of the library contains tomes upon tomes, all of them are written in Infernal, books discussing how to bring a part of the infernal plane into the material plane, how to summon demons, 101 ways of cooking human flesh can also be found amongst the volumes. Upon closer inspection the leather binding the pages together seems to be made of flesh.

This room is boiling hot, every 10 minutes, a character that don't have resistance or immunity to fire damage must succeed a DC 10 Constitution saving throw every minute or take 1d10 fire damage.



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Each adventurer that walks in this room will see their shadow scream in pain, before shrinking and vanishing. A character with a passive perception higher than 15 will notice that the shadows are slowly regrowing as they stay in the room. After 1d4 minutes, the regrowing shades will turn out to be actual **shadows** (a number equal to the number of characters) that will attack the characters, the entire room is considered in dim light.

After the battle the shadows drop *two potions of healing*, and the final staircase will unlock. The heat seems to only intensify.

A successful DC 14 Intelligence (Investigation) check will reveal two scrolls in the area, a scroll of *dispel magic* and a scroll of *faerie fire*.

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SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

ZONE H. THE LIBRARIAN'S RESPITE

This room is under a *silence* spell (the *dispel magic* scroll from the earlier room can dismiss it). Here the heat is unbearable, any character that doesn't have resistance or immunity to fire damage must succeed a DC 11 Constitution saving throw every minute or take 2d6 fire damage every time they fail the save, or half as much on a success.

The Librarian is present here and will attack on sight. He is floating in the middle of the room, invisible, atop the gaping hole. Said hole is an illusion created by an *Illusory Terrain* Spell, and it hides a pentagram on the floor that the Librarian is using to power his infernal forces. He attacks as soon as someone comes to close to the hole, but will taunt the characters with his ephemeral and intracable voice. Saying that the object of their quest is long dead (whichever hook you choose at the beginning). He is

Upon defeating the librarian, the illusion on the floor will fade, and the pentagram will become visible, pulsing with hellish energy. It seems to be the cause of the infernal heat.

Breaking the pentagram requires a successful DC 14 Arcana (Intelligence) check, which results in 7 (2d6) necrotic damage on a failure. Dispelling it will stop the heat, as the whole library will freeze over. The stairs will all unlock, and the way back will be open. The person the party is looking for, or the piece of information will also appear in a corner of the room.

THE LIBRARIAN

This ghastly figure resides in the Forgotten Library, collecting knowledge and souls. No one really knows what his true purpose is. Letters that bring unsuspecting adventurers to his lair with unknown magic are part of the tales that mothers tell their children when they misbehave.

He is said to observe with keen interests those who venture inside the walls of his house. Bringing their worst fears to life, agitating them, turning them against one another. In addition he dabbles in necromancy, not quite alive himself, experimenting on the corpses of deceased creatures, to create new toys for him to play with.



THE LIBRARIAN

Medium undead, Lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Religion +5

Damage Immunities fire

Senses passive Perception 11

Languages All

Challenge 4 (1,100 XP)

Dark Devotion. The Librarian has advantage on saving throws against being charmed or frightened.

Spellcasting. The Librarian is a 7th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Librarian has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *shocking grasp*

1st level (4 slots): *mage armor**, *burning hands*, *shield**, *disguise self**

2nd level (3 slots): *hold person*, *invisibility**, *mirror image**

3rd level (3 slots): *blink*, *fireball*

4th level (1 slot): *phantasmal killer**

*Illusion or abjuration spell of 1st level or higher

Soul Exchange (Mythic Trait; Rechargers after a Short or Long rest). If the Librarian is reduced to 0 hit points he doesn't die or fall unconscious. Instead, he regains 49 hit points and regains all his spell slots of 1st and 2nd level.

ACTIONS

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

MYTHIC ABILITY

If the Librarian's Mythic Trait is active, he can use the ability below.

After Image. Whenever the Librarian casts an illusion or abjuration spell of 1st level or higher, he teleports up to 30 feet to an unoccupied space that he can see. He also becomes invisible, hides, and projects an illusory image that makes the Librarian appear to be in his previous location until the start of his next turn. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 13 Intelligence (Investigation) check.



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Thank You !

A big thank you to the [r/unearthedarcana](#) and [r/dndhomebrew](#) subreddit, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !



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