

# THE LIBRARY OF LAST RESORT

## 5E CONVERSION NOTES

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This document converts *The Library of Last Resort*, the ninth installment of the *Age of Worms* adventure path, from 3.5 to 5e. You will need a copy of the [adventure](#), [adventure supplement](#), [Player's Handbook](#), [Monster Manual](#), and [Dungeon Master's Guide](#). The adventure is available from paizo.com, and the core books are available from amazon.com, local gaming stores and other retail outlets. Most creatures other than named NPCs are included by reference from the Monster Manual.

## ENCOUNTERS

The following section references the encounters found in the adventure *The Library of Last Resort*. Encounter Level (EL) was brought from the 3.5 adventure as a way to differentiate the difficulty of the encounters. Notes are added to each encounter on how to adjust the encounter for fewer or more than 4 PCs.

## DM'S NOTE

The second half of this chapter, after the party steps through the portal, is filled with big, set-piece encounters that are beyond deadly on the DMG difficulty scale. While there may be several days' travel between locations, it may work better to take the benefits of a long rest after each task is attempted. If you use milestones to level characters, the transition through the obsidian portal is a good place to take the characters from level 16 to level 17.

## PART ONE — THE SILVER SORCERESS

A DC 18 Wisdom (Insight) check reveals that Kelgorn is charmed. Heskin has a -15 modifier to his DC 21 Wisdom saving throw. This essentially makes it a DC 36 Wisdom saving throw. A DC 15 Intelligence (Arcana) or Intelligence (Religion) check identifies the artifact.

## GETTING TO TILAGOS ISLAND

A *control weather* spell automatically fails unless the caster succeeds at a DC 22 check with their spellcasting ability. Druids and clerics of the Tempest domain have advantage on the check.

## M1. SHIPWRECK BEACH (EL 17)

**Creatures:** 2 Orc War Chiefs (MM 246) per PC.

## M2. POOL OF RED CRYSTALS (EL 16)

A DC 22 Intelligence (Investigation) check uncovers the treasure on the pool's floor.

**Creatures:** Octopus Tree – change this to a mangrove swamp and use 1 Shambling Mound (MM 270) per 1 PC.

**Treasure:** Use a Treasure Hoard: Challenge 5-10 (DMG 137) to replace the treasure here.

## M3. THE FOREST OF STONY TEETH (EL 17)

**Creatures:** 1 Roper (MM 261) per PC.

## M4. KREKIE'S CAMP (EL 17)

The illusion is found by interacting with it or with a DC 19 Intelligence (Investigation) check.

**Creature:** Krekie.

## M5. CRYSTAL PEDESTAL

A DC 15 Intelligence (Investigation) check reveals the blood. A DC 18 Intelligence (Investigation) check reveals the blue glow. The blue crystals can be repaired with Jeweler's Tools with a DC 18 Dexterity (Jeweler's Tools) check, the *mending* spell with a DC 18 spellcasting ability check, or the *stone shape* spell. Other means of repairing the crystal may work as well. Most methods aside from the *stone shape* spell take an hour per attempt.

## M6. PORTAL OF STORMS

Use Magic Device does not really exist in 5e. Other options for getting to the Library of Last Resort could include use of the *plane shift* spell while on the obsidian disc. If Krekie follows the party, she can try to sneak behind them (possibly while invisible) or harvest her own crystals (although the blue crystal could be problematic). Darl could also leave crystals for Krekie that she hides in her camp.

When the portal is activated the obsidian disc becomes the target of an *antipathy* spell (PHB 214). Each creature that does not have a neutral component to their alignment must succeed at a DC 19 Wisdom saving throw or be subject to the spell. Any undead that try to use the portal must succeed at a DC 15 Constitution saving throw, taking 70 (20d6) radiant damage and being thrown 1d10x10 feet away on a failed saving throw and half as much damage on a successful one.

## PART THREE: THE TILAGOS TRIALS

A DC 21 Charisma (Persuasion) check made with disadvantage convinces the Wild Watchers to stay to ask questions after they have given the quest.

## DISPLACER BEAST ATTACK! (EL 16)

This encounter occurs in the Doomshroud Forest.

**Creatures:** 1 Displacer Beast Pack Lord per 1 PC. Use Displacer Beast (MM81) with the following changes:

- Armor Class 15
- Hit Points 115
- +9 to hit
- Multiattack is 4 attacks

## GIRALLON BEHEMOTHS (EL 17)

This encounter occurs at the base of the mountain heading up to the Roc King and nearby Krathanos. The Girallon Behemoth tries to flee to its lair when its hp falls to 10% or below.

**Creatures:** 1 Goristro (MM59) as the Girallon Behemoth. Add 90 hp for each PC above 4 and subtract 30 hp for each PC below 4.

## LANDSHARKS (EL 16)

This encounter occurs in the Vale of Thorns

**Creatures:** 1 Bulette (MM 34) per PC.

## FIRST TRIAL: THE GOLDEN BELT (EL 23)

A DC 22 Intelligence (History) check recalls the vague tales.

**Creatures:** Krathanos, use Emyrean (MM 130). Adjust hp by 90 for each PC in the party above or below 4. 1 Giant Ape (MM 323) and 1 Gargoyle (MM 141) per 1 PC).

## SECOND TRIAL: THE MOURNFUL SONG (EL 20)

A DC 15 Wisdom (Survival) check determines the sap is good for you. It grants Advantage on Dexterity (Stealth) checks in dark places for 1 hour.

**Creature:** Ancient Night Twist. Adjust hp by 90 for each PC above or below 4.

## THIRD TRIAL: NIGHTMARE VALE (EL 18)

A DC 15 Dexterity saving throw allows someone who approaches within 10 feet of a crevasse to jump back and take only half of the 16 (5d6) fire damage from the steam. A DC 22 Strength (Athletics) check allows someone to climb the walls of the crevasse. A fall into the crevasse does 20d6 bludgeoning damage, and a creature that enters or ends its turn in the water takes 10d6 fire damage.

**Creature:** Harrowdroth. Adjust hp by 90 for each PC above or below 4.

**Treasure:** Use a Challenge 17+ Treasure Hoarde (DMG 139).

## FOURTH TRIAL: NEST OF THE ROC KING (EL 16)

Climbing the mountain requires 6 DC 15 Strength (Athletics) checks followed by 4 DC 22 Strength (Athletics) checks. Each check represents progress of 1,000 feet. Each 1000 feet must be covered before the next check can be attempted.

**Creature:** Roc King. Use Roc (MM 260) with the following changes:

- AC 16
- Add 90 hp for each PC above 4
- Add the Flyby trait (no opportunity attacks for flyby)
- Add 3 Legendary Resistance
- +14 to hit

- Beak does 45 (4d12 + 9) piercing damage
- Talons do 31 (4d10 + 9) slashing damage
- Escape DC is 20

## HAND OF THE LICH LORD (EL LOTS)

If Darl has used *heroes feast* his entire group is immune to poison and being frightened and has advantage on Wisdom saving throws.

**Creatures:** Darl Quethos, Horned Devil (MM 74), Efreeti (MM 145), Nightmare (MM 235), Jalabar and Sabir Sinfire. Add 90 hp to Darl and 30 hp to everyone else for each PC above 4. Subtract 30 hp from everyone for each PC below 4.

## PART FOUR: THE FOUNTAIN OF DREAMS

It is a DC 35 Charisma (Persuasion) check to talk Sayren-Li down. The DC is 30 if the party points out they did not kill the roc king (and they did not bring it back to life just to kill it again). They have advantage on the check if they brought the roc king back to life and did not kill it a second time.

**Creatures:** Wild Watcher. Add 90 hp for each PC above 4 or subtract 30 hp for each PC below 4.

**Treasure:** The fire banner provides fire resistance and once per day DC 19 *flame strike*. The wind banner provides lightning resistance and once per day *wind walk*. The water banner provides cold resistance and amphibious breathing. The earth banner provides acid resistance and once per day *stoneskin*.

## DESCENT INTO DREAM (EL LOTS)

A DC 15 Intelligence (History) check recognizes the Rift Canyon.

**Creatures:** 2 Swords of Kyuss per PC. Use Revenant (MM 259) with the following changes:

- Remove Rejuvenation and Regeneration
- Add the ability to absorb a Swarm of Kyuss Worms as an action. The Sword of Kyuss then recovers all of its hit points.
- Replace the fist attack with a greatsword attack that does 2d6 slashing damage and 4d6 acid damage.

1 Boneyard. Use Purple Worm (MM 255) with the following changes:

- Replace the burrow speed with a fly speed of 50 feet.
- When the boneyard swallows a creature with a skeleton, it rends the skeleton from the creature's body. Killing the creature.

1 Young Red Dragon (MM 98) per every 2 PCs.

## MONSTERS

The following are custom monsters for *The Library of Last Resort*.

## ANCIENT NIGHT TWIST

The Ancient Night Twist is an Treant (MM 289) with the following changes:

*Huge plant, neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 396 (24d12 + 240)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	12 (+1)	16 (+3)	23 (+6)

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 20 (25,000 XP)

**Legendary Resistances (3/Day).** If the ancient night twist fails a saving throw, it can choose to succeed instead.

**False Appearance.** Per the Treant trait.

**Siege Monster.** Per the Treant trait.

**Death Curse.** Killing an ancient night twist invites a curse. The creature dealing the death blow must make a DC 20 Wisdom saving throw or suffer horrific nightmares each night, suffering 1d10 psychic damage, gaining a level of exhaustion, and not gaining any benefits of a short or long rest. The effects of *greater restoration*, *remove curse*, *wish*, or a similar effect is required to remove the curse.

**Innate Spellcasting.** The Ancient Night Twist's innate spellcasting ability is Charisma (spell save DC 20, +12 to attack). It can innately cast the following spells, requiring no components:

5/day each: *phantasmal killer*

3/day each: *blight*, *circle of death*, *darkness*, *entangle*, *fear*, *crown of madness*

1/day each: *weird*

## ACTIONS

**Multiattack.** The ancient night twist makes 4 slam attacks.

**Slam.** *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +16 to hit, range 60/180 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage.

## LEGENDARY ACTIONS

The ancient night twist can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

**Attack.** The ancient night twist makes one attack.

**Wind Blast (Costs 2 Actions).** *A powerful, gale-force wind emanates from the tree in all directions out to 120 feet. Everyone in the area of effect must succeed at a DC 20 Strength saving throw or be subject to the force of the wind. Small and*

*smaller creatures are blown 1d10x10 feet and take 1d6 bludgeoning damage. Medium creatures are knocked prone. Flying creatures are treated as one size smaller for purposes of determining effects.*

**Mind Blast.** The ancient night twist casts *phantasmal killer*.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ancient night twist can take a lair action to cause one of the following magical effects; it cannot use the same effect two rounds in a row:

- The ancient night twist emits a sorrowful sound that inspires melancholy in all creatures with an Intelligence score of 6 or higher within a radius of 1,250 feet (the radius of its clearing). Those hearing the song must succeed at a DC 20 Wisdom saving throw or be filled with despair and must seek out the source of its despair (the ancient night twist) to the neglect of all other needs including eating and sleeping.

If restrained and not allowed to seek out the ancient night twist, the victim takes 1d10 psychic damage, gains a level of exhaustion, and does not gain the benefits of a short or long rest. Relocating the victim outside the area of the song does not end the enchantment. The effect ceases from a *wish*, but a bard's Countercharm action or taking damage other than psychic damage gives the target one more chance at the Wisdom saving throw. The death of the ancient night twist also ends the effect.

Any creature that succeeds in its saving throw or has the effect end through other means is immune to the effect for 24 hours.

- The ancient night twist animates two trees per the Treant's Animate Trees ability. Add another animated tree for every 2 additional PCs above 4. This can be used more than once a day, but no more than the initial number of trees may be animated at any one time.

# DARL QUETHOS

*Medium humanoid (human), neutral evil*

**Armor Class** 20 (half plate +1, animated shield)

**Hit Points** 195 (30d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	16 (+3)	20 (+5)	17 (+3)

**Saving Throws** Wis +11, Cha +9

**Skills** Religion +9, Perception +11

**Condition Immunities** blinded\*, charmed\*, deafened\*, frightened\*, petrified\*, stunned\*

**Senses** passive Perception 21

**Languages** Common, Draconic, Infernal

**Challenge** 18 (20,000 XP)

**Special Equipment.** Darl has the Hand of Vecna and a Ring of Mind Shielding.

**War Caster.** Darl has advantage on Constitution saving throws for maintaining concentration on a spell, performs somatic components of spells while one or both hands have weapons or shields, and can use a spell with a casting time of 1 action as an opportunity attack.

**Spellcasting.** Darl is a 20th level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to attack). He has the following cleric spells prepared:

Cantrips (at will): *light, guidance, resistance, thaumaturgy*  
1st level (4 slots): *command, cure wounds, detect magic, identify, inflict wounds, protection from evil and good, purify food and drink, sanctuary*  
2nd level (3 slots): *augury, enhance ability, find traps, silence, suggestion, zone of truth*  
3rd level (3 slots): *clairvoyance, meld into stone, nondetection, protection from energy, speak with dead, sending, tongues*  
4th level (3 slots): *arcane eye, confusion, death ward, freedom of movement*  
5th level (3 slots): *flame strike, legend lore, mass cure wounds, scrying*  
6th level (2 slots): *find the path, harm, heal, heroes' feast, true seeing*  
7th level (2 slots): *firestorm, plane shift*  
8th level (1 slot): *antimagic field*  
9th level (1 slot): *mass heal*

### ACTIONS

**+1 Mace.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage plus 9 (2d8) cold damage.

**Channel Divinity(3/day).** Darl can use the Knowledge Domain features (PHB 59).

\*Darl has these immunities from the Hand of Vecna. It also emits a sour stench noticeable up to 10 feet away.

## HARROWDROTH

Harrowdroth is a Dragon Turtle (MM 119) with the following changes.

*Huge beast, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 407 (22d20 + 176)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	8 (-1)	10 (+0)	18 (+4)

**Saving Throws** Dex +8, Con +14, Wis +6

**Skills** Perception +6

**Resistances** fire

**Senses** passive Perception 16

**Languages** Abyssal

**Challenge** 20 (25,000 XP)

**Legendary Resistance (3/Day).** Harrowdroth fails a saving

throw, he can choose to succeed instead.

**Nightmares.** Any creature that falls asleep within 10 miles of a nightmare beast must make a DC 18 Wisdom saving throw or suffer from horrid vivid dreams of being killed and staked by monsters, cruel enemies, demons, etc. The creature does not gain the benefits of a long rest and suffers a level of exhaustion when it wakes up in the morning. Casting *dispel magic* or *remove curse* removes the effect. Once a creature has saved or had the effect removed, it is immune to the effect for 24 hours.

**Innate Spellcasting.** Harrowdroth's innate spellcasting ability is Charisma (spell save DC 18, +10 to attack). It can innately cast the following spells, requiring no components:

2/day each: *chain lightning, cloudkill, disintegrate, dispel magic, fireball, heat metal, incendiary cloud, lightning bolt*

### ACTIONS

**Multitattack.** Harrowdroth makes 1 bite, 1 claw, and 1 tail attack.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. Hit: 29 (3d12 + 10) piercing damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 19 (2d8 + 10) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. Hit: 29 (3d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away and be knocked prone.

## JALAGAR AND SABIR SINFIRE

*Medium humanoid (tiefling), neutral evil*

**Armor Class** 17

**Hit Points** 195 (30d8 + 60)

**Speed** 55 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	12 (+1)	14 (+2)	6 (-2)

**Saving Throws** Str +7, Dex +10, Con +7, Int +6, Wis +7, Cha +3

**Skills** Acrobatics +10, Athletics, +7, Stealth +10

**Damage Resistances** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** Darkvision 60 ft., passive Perception 16

**Languages** Understands all languages and any creature that understands a spoken language understands them

**Challenge** 15 (13,000 XP)

**Ki.** The Sinfire twins are 15th level monks. They have 15 ki points available.

**Ki Empowered Strikes.** The monk's unarmed strikes count as magical for overcoming resistance and immunity to nonmagical damage.

**Evasion.** For Dexterity saving throws from area attacks, the monk takes half damage on a failed saving throw and no damage on a successful one.

**Innate Spellcasting.** The monk can cast the following spells with no material components. Wisdom is the spellcasting ability (DC 15, +7 to attack):

Cantrips (at will): *minor illusion*

2nd level (2 ki): *darkness, pass without trace, silence*

The tiefling can cast the following spells. Charisma is the spellcasting ability (DC 11, +3 to attack):

At will: *thaumaturgy*

1/day each: *darkness, hellish rebuke* (at 2nd level)

**Purity of Body.** The monk is immune to disease.

## ACTIONS

**Multiattack.** The Sinfire twins make 3 melee attacks or spend 1 ki point and make 4 melee attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. If target is a creature the monk may spend 1 ki point to attempt to stun the target. The target must make a DC 15 Constitution throw or be stunned until the end of the monk's next turn.

**Patient Defense.** The monk can spend a ki point to take the Dodge action as a bonus action.

**Step of the Wind.** The monk can spend a ki point to take the Dash or Disengage action as a bonus action.

**Shadow Step.** As a bonus action, the monk can teleport from one place it is in dim light or darkness to another place of dim light or darkness within 60 feet. The monk then has advantage on the first melee attack before the end of the turn.

**Cloak of Shadows.** The monk can become invisible.

**Stillness of Mind.** The monk can end one effect causing it to be charmed or frightened.

## REACTIONS

**Slow Fall.** The twins can negate up to 75 points of damage from a fall.

**Deflect Missiles.** The monk reduces the damage of a ranged weapon attack by 1d10 + 20. If the damage is reduced to 0, it can throw the missile at a range of 20/60 feet with +10 to hit.

## KREKIE

Krekie is an Assassin (MM 343) with the following changes:  
*Medium humanoid (kenku), neutral evil*

**Armor Class** 20 (studded leather +2, ring of protection)

**Hit Points** 214 (33d8 + 66)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

**Saving Throws** Dex +11, Int +9

**Skills** Acrobatics +11, Deception +5, Perception +7, Stealth +11

**Damage Resistances** poison

**Senses** passive Perception 17

**Languages** understands Auran and Common but speaks only through the use of its mimicry trait

**Challenge** 17 (18,000 XP)

**Special Equipment.** Krekie has two potions of invisibility. She will use one when stalking the party and one when attempting to escape.

**Assassinate.** Per Assassin.

**Crossbow Expert.** Krekie ignores the loading property of a crossbow. She does not have disadvantage on ranged weapon attack rolls when an enemy is within 5 feet of her.

**Evasion.** Per Assassin.

**Sharpshooter.** Krekie ignores ½ and ¾ cover. She does not have disadvantage on long ranged weapon attack rolls. She may take a -5 on the attack roll to gain +10 on the damage roll of a successful hit.

**Sneak Attack.** Krekie deals an extra 31 (9d6) damage.

## ACTIONS

**Multiattack.** Krekie makes two shortsword or light crossbow attacks.

**Shortsword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half as much damage on a successful one.

**+1 Light Crossbow.** *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. Hit: 10 (1d8 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half as much damage on a successful one.

## WILD WATCHER

*Medium fey, neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 228 (24d8 + 120)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

**Saving Throws** Str +11, Dex +11, Con +11, Int +11, Wis +11, Cha +11

**Skills** Perception +6



**Damgae Resistances** acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** fear, poisoned

**Senses** passive Perception 16

**Languages** Common, Druidic, Primordial, Sylvan

**Challenge** 19 (22,000 XP)

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**Legendary Resistance (3/Day).** If the Wild Watcher fails a saving throw, he can choose to succeed instead.

**Gift of the Watcher.** The wild watcher may give one of its elemental standards to a creature. Only a wild watcher may wear more than one. A creature gains the benefits by holding the standard or wearing it as a cloak.

**Insect Plague.** The wild watcher is permanently surrounded by an *insect plague* in a 20 foot radius surrounding him.

**Amphibious.** The wild watcher can breathe water and air.

**War Caster.** The wild watcher has advantage on Constitution saving throws for maintaining concentration on a spell, performs somatic components of spells while one or both hands have weapons or shields, and can use a spell with a casting time of 1 action as an opportunity attack.

**Innate Spellcasting.** The wild watcher's innate spellcasting ability is Wisdom (spell save DC 19, +11 to attack). It can innately cast the following spells, requiring no components:

At will: *barkskin*, *dispel magic*, *gaseous form*, *greater invisibility*, *gust of wind*, *pass without trace*, *transport via plants*, *wall of thorns*

3/day: *fire shield*, *insect plague*

1/day: *call lightning*, *commune with nature*, *contagion*, *flame strike*, *stoneskin*, *wind walk*

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## ACTIONS

**Shocking Spear.** *Melee Weapon Attack:* +16 to hit, reach 5 ft. or range 20/60, one target. Hit: 9 (1d8 + 5) piercing damage and 7 (2d6) lightning damage.

**Summon Spear.** The Wild Watcher summons his spear as a bonus action. If the spear leaves his possession, it disappears at the end of the turn.

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## LEGENDARY ACTIONS

**Shocking Spear.** The Wild Watcher makes an attack with his spear.

**Summon Creatures (Costs 2 Actions).** The Wild Watcher summons the creatures from another encounter on the island.