

The Limitless Library

There is an eldritch entity multiverse. Their true name is bedtime stories. Referred to untold knowledge as power at bay. But your adventurers have only The Librarian can provide. And so they seek her out...Will they have what it takes or will they be taken out of circulation?

which guards the collective knowledge of the only spoken in hushed tones and in whispered as "The Librarian", they wield their and use it to keep truth-seekers questions which require answers

RUNNING THE ADVENTURE

The Library could be at the very ends of earth, buried deep beneath a forgotten city or in any place practical for your campaign.

To reach the Restricted Section of the library and match wits with the Librarian, the characters must find 4 check-out cards secreted away in the tomes of the library. It is up to the GMs discretion how many books are pulled before a card is found. Pick or roll a 1d4 to determine what effect occurs when the book is opened: 1) Boon 2) Impediment 3) Summoning 4) Room-changing event. Once all the cards are brought to the checkout counter, characters are lowered into the Restricted Section.

The Librarian is an eldritch entity living alone for millenia within the confines of her literary lair. In her default state, she is stealthy and aggressive toward all who enter the Restricted Section. It is recommended to allow your players to briefly explore The Restricted Section, catching glimpses of dark horror within her domain. The Librarian can never truly be killed, but reducing her to 0 HP will give them enough time to ask a handful of questions.

① LAW



The hard angles and harder seats of this chamber are as inflexible as the laws contained within its mainy texts.

Room-changing event: Two party members are compelled to duel

② MEDICINE



An herbalists dream of a rainforest with a vast expanse of flora. The ceiling seems to be made of mist and fog.

Room-changing event: All creatures in the room receive a long rest

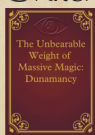
③ EXOTIC ZOOLOGY



A cozy log cabin overflowing with taxidermied creatures. Books on the multiverses most exotic zoological creatures from Aberration to ooZe.

Summoning: An invisible stalker is now hunting the reader

④ ARCANA



Lead walls contain a magical glow so strong even mundane eyes can detect the magic within. A hoarders trove of antiques and treasures abound.

Room-changing event: The gravity in the room is reversed

⑤ SELF-HELP



An airy room lined with comfortable leather chairs idle for self reflection and tomes meant to help you be the best you can be.

Room-changing event: Everyone receives a level in bard (or similar class)

⑥ CULINARY



This small dark room is claustrophobic, holding only a boiling cauldron at its center. The shelves which line its walls hold jars of mystery ingredients and recipe books lost to time.

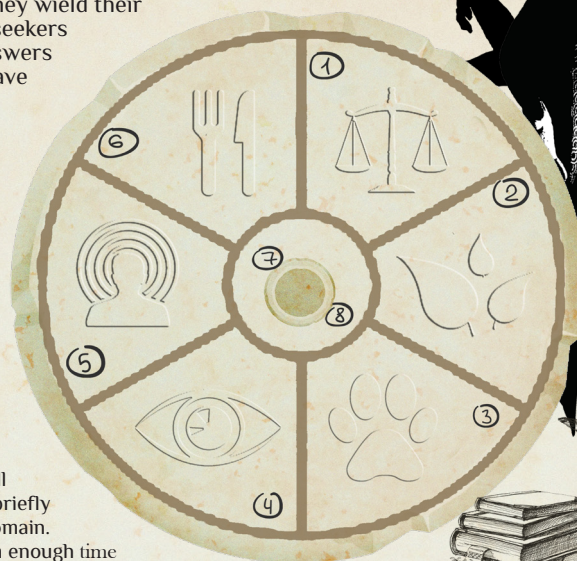
Boon: A collection of recipes allowing the party to craft any potion

⑦

A simple stone dais stands at the center of the room, an altar rises from it with a lone rectangular slot in the center. A stamp lies nearby which depicts the date for two weeks from now.

⑧

The dais slowly drops as the checkout counter of the library descends into darkness. The air is chilled, quiet and filled with the scent of well made parchment. Endless shelves containing magnificently preserved tomes fill your vision. The sounds of slithering and fading footsteps seem to be around every corner.



THE LIBRARIAN

The Librarian is terrifying to behold. It is vaguely humanoid in form, stands 8 feet tall and has ten arms. Eight of its arms clutch tomes that it uses its many eyes to read, one arm is held delicately up to its mouth a single finger quelling placed on its lips and a tenth arm clutches a library card.

INCITING ACTION

The Librarian holds a finger up their lips, releasing a delicate "shhh". A cone extending 60ft from the Librarian conjures a silencing spell. The Librarian can never truly be killed, but reducing her to 0 HP will give those who best her the chance to receive truthful answers to any 3 questions. In addition to basic attacks, The Librarian enacts 3 of the following tomes at random.

Psychology Today
Psychic ray attack

Blindness and the Darkness Within
Blinding dust and sand swirls around
Crouching Rakshasa Hidden Bugbear

Chance to stun the target
Shields Throughout the Ages
Defensive field appears around a target

Zen and Airship Maintenance

Slick grease covers the ground

Beast Conjuraction as an Art Form

Beasts are summoned to fight for the Librarian

THE RESTRICTED SECTION

The Restricted Section is bursting with magical effects while your players battle the Librarian: Players who get too close to the shelves are bit by snapping books; winged books fly close enough to do minimal damage and distract the players; the massive amount of knowledge in the room causes saves against psychic damage as the words scream through the minds of your players; a blinding 20ft cloud of paper occasionally fills the room.

BOOK EFFECT EXAMPLES

BOONS

Law: The readers speed increases by 10 feet for the duration of their stay in the library.

Arcana: All players learn a spell
Medicine: Receive 1d4 health potions

Zoology: A friendly tiger appears

Self-help: All party members gain a level

Culinary: All health potions are now twice as efficient

IMPEDIMENTS

Law: Party's weapons become dull for 1hr

Arcana: Party becomes exhausted

Medicine: Health potions no longer work

Zoology: The party has an insatiable hunger for meat

Self-help: Reader becomes confused and violent

Culinary: Anyone who consumed ingredients in this room becomes violently ill and loses health

SUMMONING

Law: 1d4 Suits of armor come to life

Arcana: 1d4 cultists appear

Medicine: 1d4 swarms of insects and 1d6 giant jungle creatures attack the party
Zoology: 1d4 werewolves appear

Self-help: A barbershop quartet of gnomes are released from the pages and attack the party

Culinary: A violent cloud of butchers knives appears

ROOM-CHANGING EVENT

Law: The walls of this room start to close in on the party

Arcana: All players are given 10 years back on their lives, diseases are removed

Medicine: Extremely sharp brambles start rapidly growing everywhere
Zoology: All party members are polymorphed into horses for 1hr

Self-help: All party members gain a level

Culinary: The floor is lava as the cauldron comes to a rolling boil