

Animate Book

Knowledge is power. Power corrupts. Put enough knowledge in something and it will inevitably start to overreach itself, behaving in ways it was never meant to.

That's what's happened here. A text with sufficient information-density warps itself, achieves a sort of intelligence and a sort of life. It doesn't realise it's not alive.

Animate books roam the library like animals, hiding under bookshelves and making nests in the rafters. When the librarians catch them, they're disenchanting and returned to their proper place, inanimate on the bookshelves.

An Animate Book is an **Animated Object (Tiny)** with the following changes:

- ◆ Vulnerability to fire damage.
- ◆ Every turn the Animate Book spends grappling a creature, the creature receives 1d6 necrotic damage and loses 1 point of intelligence.

Animate Spell

A spell that has broken free of its constraining spellbook and now roams the library as an independent entity. A data-cloud of disembodied text hanging in the air, paragraphs intersecting with one another at odd angles. Letters cast strange shadows from the emergent, occult-significant, shapes they form.

The spell's personality, nature and goals will depend on which spell it actually is, as will its powers. It wants to see itself cast and to see the effects of its magic repeated (IE an animated fireball spell just likes to see things burn in general, while an animated charm person spell likes people to be friends with each other).

Roll up a completely random spell from whichever game you're using. If there are multiple spell lists, randomly select one, and then roll up a spell of a random level from that list.

AC 12, HP = 4 x spell level, Saves +6, DC = 9 + spell level

- ◆ Can cast itself once a round at no cost, with perfect control over the results.
- ◆ As a spell rather than a creature, immune to all damage from non-magical sources.

Furthermore, physical magical damage (IE from magic weapons) only ever deals 1 damage at a time.

- ◆ Immune to damage and negative effects from sources that match up to the spell's type.
- ◆ Whenever the spell's own spell (or a related spell) is cast nearby, that effect is controlled by the animate spell, not the spellcaster (IE if you try to cast any 'charm' spell near an animate 'charm person', that spell is controlled by the animate spell). Effectively you lose the spell and it gets to cast it instead.
- ◆ A successful antimagic field, dispel magic, etc, neutralises the animated spell.
- ◆ Wizards that encounter the Animate Spell can immediately copy it into their spellbook for free.

Archivist-Lich

A once-mortal scholar whose need to see their work finished has seen them seamlessly transition into undeath. Hundreds of years old, consumed by their research. Little more than a dusty skeleton in a robe by now.

An impressive intelligence. Highly educated, well spoken, polite and genteel. Obsessive. Has been exploring the library for decades.

Roll two d100s on the table for random books (p. 63) to determine the current nature of the lich's research. Conversation with the lich about the library and its layout gives you +3 Progress, or +5 if the topic of your research matches theirs.

An Archivist-Lich is a **Lich**.

Although the lich has a body that can be destroyed, it cannot be killed permanently. Somewhere in the library is its phylactery - an item to which the lich's soul is bound. The lich's body will slowly re-form at its phylactery over the course of a day, and it will come back angry. Only by first destroying the phylactery can the lich be killed properly. To determine what the lich's phylactery is, roll up an extraordinary book. The next time that exact book is encountered by the PCs, that's the lich's phylactery.

Bandersnatch

A strange monster that has escaped into the library from fairy realms.

Its form is essentially avian, like a heron. Long legs, and a serpentine neck ending in its head. Instead of wings, it possesses two spindly arms that end in wide human-like hands with splayed fingers.

The Bandersnatch lurks. It has an uncanny ability to avoid drawing attention until its hands have closed around whatever it wishes to steal. This might be an object, a piece of equipment, or a person.

As a fairy creature, the Bandersnatch is as mad as a box of frogs. It's a sort of kleptomaniac, collecting things with no seeming connection between its collection. If prevented from taking the object it desires, it becomes enraged.

A Bandersnatch is a **Star Spawn Mangler**, with the following changes:

- ◆ It is scaled to CR 10.
- ◆ Long arms give it a melee reach of 15 ft.
- ◆ It has the Sleight of Hand skill (+8).
- ◆ **Snatch.** As a bonus action, the Bandersnatch can make a Sleight of Hand check against a creature's AC. If successful, you snatch an item that is on the creature's person, even if they are holding it.

Roll a d12 every so often for what the Bandersnatch wishes to steal right now.

1. Food
2. Shiny Things
3. Beautiful People
4. Eyes
5. Stolen Things
6. String & Rope
7. Tools
8. Weapons
9. Clothing
10. Skin
11. Tongues
12. Maps

Black Ooze

Like the green slime found infesting less genteel dungeons. Black ooze is a simple lifeform that

grows in unattended nooks and crannies. It feeds on mental energy. Touching it allows it to digest your brainwaves, causing it to grow rapidly as it absorbs and incorporates your mind. It oozes like an amoeba. It creeps under floorboards and behind wallpaper. It's hungry.

A Black Ooze is a **Black Pudding**.

Every time it touches a creature or is touched by a creature, the Black Ooze can use its reaction to suck 1d6 + creature's Int modifier from the creature's Intelligence score.

Bone Beast

The Bone Beast encountered in the Ossuary is a **Minotaur Skeleton**, with the following changes:

- ◆ It does not have Charge, Greataxe, or Gore. Instead, it has the Batter action.
- ◆ **Batter.** Every creature within 10 ft. Dex save, DC 14 (half damage). 2d10 + 4 bludgeoning damage.

Conceptual Well

An intellectual absence, cosmic censorship. A space that cannot be perceived or conceptualized. Like a psychological black hole.

It cannot be perceived directly. Describe it in the negatives; for example 'there isn't something horrible in the room' or 'nothing has rolled a 6 for its initiative' or 'the thing that is not in front of you attacks' or 'nothing is definitely responsible for your comrade's death'. The players might catch on eventually, it's just a matter of how badly it will have mutilated their PCs.

The PCs can target it using the same language. 'I'm going to shoot nothing' or 'I'm not fleeing from anything'. Likewise they can get details about it by asking negative questions, such as 'where isn't there anything?' or 'what does nothing here look like?'

(If it matters, the conceptual well doesn't look like a helpless child of around four years old. It isn't young and innocent, and it isn't curious about its surroundings and playful. It isn't basically helpless as soon as the PCs actually attack it, and it doesn't die pitifully. It also might not be violent towards the PCs. It doesn't

fundamentally fail to comprehend them, and doesn't try to take them apart to see how they work.)

It will get confusing. Good. This is an accurate simulation of what it's like encountering something you can't perceive and which directly assaults your ability to comprehend the external world.

A Conceptual Well is a **Commoner**, with the Erase Concepts action.

Erase Concepts. Int save, DC 16. Each round, for each PC that fails their save, the conceptual well drains their ability to comprehend some idea or concept. Roll a d20 for what they forget:

1. That People Can Die
2. How To Use Mathematics
3. Money & Its Value
4. What Romance Is
5. That Violence Exists
6. Anybody Related To Them By Blood
7. What Fire Is
8. That Other People Have Feelings Too
9. Gravity & That Things Fall
10. Anybody Who is Their Superior & Why They Should Be Obeyed
11. That Animals Cannot Talk or Reason Like People
12. Anybody That They Currently Hate
13. That People Can Lie
14. What Pain Is
15. Where New People Come From (IE Babies etc)
16. What Families Are
17. That Social Inequality Exists
18. Why We Should Obey The Law & What Happens When We Don't
19. Where Food Comes From
20. That Dreams Are Not Real

Acting in any way that suggests the PC is, in fact aware of an erased concept deals d20 damage to them unless they immediately retcon the action when prompted.

Crawling Thing

Improbable chimerical organisms that should not be biologically viable, and yet somehow live. Twitching, shuddering, crawling. Driven by glitching muscle-memory and scrambled genetic instincts. A broken democracy of mismatched anatomies. Tragically incomplete. They want to

be a whole organism. They do this by incorporating parts from those they encounter, torn off and jammed into the crawling thing's amalgamated flesh.

A Crawling Thing is an **Intellect Devourer**, with the following changes:

- ◆ It does not have Devour Intellect and Body Thief.
- ◆ **Harvest Parts.** The Crawling Thing targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Con save or take 11 (2d10) necrotic damage. The Crawling Thing is healed an equal amount.

Dust Elemental

Little elemental incarnations, conglomerates of dust, grit, dirt and fluff. Like somebody scattered detritus on the ground in the rough shape of a human. It lurks under bookshelves, drifts on imperceptible drafts, creeps forward.

The quasi-elemental nature of dust is one of things broken down, crumbling, desiccated. It is not particularly compatible with life, and the attentions of such an elemental are likely extremely unpleasant.

A Dust Elemental is a **Dust Mephit** with the following changes:

- ◆ It is scaled to CR 5.
- ◆ It cannot cast *Sleep*.
- ◆ Claws is renamed Crumbling Touch, and deals 20 (4d8+4) necrotic damage.
- ◆ It can seep through any crack or gap.

Educated Rodents

Mice that have achieved human-like self awareness simply by absorbing the residual knowledge of the library. They know things they've read, but have little to no direct experience of the outside world. They are somewhat credulous but formidably cunning. They enjoy cheese, wine, interesting conversation and elegant music. They dislike cats, ghosts and other scary things.

If angered, they attack with sophisticated tactics, gleaned from books on chess and famous battles.

They outflank, pin enemies in place, cut off retreats and hold dominant positions.

An Educated Rodent is an **Awakened Rat**.

In any brood of educated rodents, each will have studied different fields of knowledge. Go down the list to see what each rodent can do, starting with the first (IE if five rodents are encountered, the first five roles are present).

The first mouse has studied the arcane arts. It can cast Detect Magic and Dispel Magic once per day each.

The second has studied engineering. 50% chance if it wishes to open or seal any lock, fix or disable any mechanical item, etc. Takes only a round to do this.

The third has studied military history. It's bite is instead (+3, d8).

The fourth has studied medicine. It can spend its action in combat healing d3 HP an ally has lost, taking the full round to do so.

The fifth has studied theology and become devout. It's attacks count as holy and magical and do double damage to undead or unholy things.

The sixth has studied oratory. It can cast Charm Person once per day.

The seventh has studied physics. It can cast levitate once per day.

The eighth has studied zoology. It can cast Charm Animal and Speak With Animals once per day each.

The ninth has studied thanatology and can cast Detect Undead and Speak With Dead once per day each.

The tenth has studied fine cuisine. It is well nourished and healthy. It has 6 HP.

The eleventh has studied politics. When it attacks a surprised or unaware enemy, it gets +4 to hit and does double damage.

The twelfth has studied psychology. 5-in-6 chance to spot any lie told to it (all other mice believe any lie they hear).

Any other mice have studied some interesting but ultimately useless field in the humanities.

Escaped Fictions

Once, these beings were mere characters in a story-book, but now they've clawed their way out

into the fractally-dense information-cloud of the library. They're not really real, but its hard to tell because they're so convincing. They subconsciously crave reality. To warp the real world around their narrative so that they are part of the everyday order of things. Reality obliges. Where they pass, things alter to fit the fiction they have emerged from. You're playing by their rules, now.

Roll a d12 to determine who you meet:

1. Don Quixote, who tilted at windmills. (**Veteran** with a lance)
2. Frankenstein's Monster, who was built from corpses. (**Flesh Golem**)
3. Grendel, a monstrous inhabitant of the wilderness who hates noise and celebration, one arm torn clean off. (**Troll**)
4. Doctor Faustus, an occultist regretting selling his soul. (**Warlock of the Fiend**)
5. Count Dracula, the monstrous vampire. (**Vampire**)
6. Lady Macbeth, ambitious and murderous, and of much-degraded sanity. (**Noble**)
7. The Ghost of Christmas Future, who delivers dire warnings to the meanspirited. (**Ghost**)
8. Bluebeard, a dashing handsome murderer of his many wives. (**Veteran**)
9. Sir Lancelot, brilliant knight and enthusiastic adulterer. (**Veteran**)
10. Robin Hood, a charitable bandit and excellent shot. (**Veteran** with a longbow)
11. Puck, the mischievous fairy sprite. (**Sprite**)
12. Jack the Giant-slayer, young and reckless but cunning. (**Veteran** with a sling)

Attacks or other actions against them that do not fit the setting or 'narrative style' of the work they are from fail automatically. (For example, guns simply don't exist to Sir Lancelot, and he cannot be harmed by them).

Reality shifts to accommodate the character, and behaves like the setting they're from, not 'real' reality. Actions intended to fit the character's setting and narrative (such as deceiving Don Quixote into behaving chivalrously) automatically succeed.

In practice, this means that you should alter the tone and feel of your game while an escaped fiction is around. Some examples include:

- ◆ Blood doesn't get spilled around characters written for children. Tone down any descriptions of gore or violence.
- ◆ Conversely, for characters from more bloody and brutal tales, ratchet the violence all the way up.
- ◆ Horror characters come with appropriately gothic lighting and effects.
- ◆ Technology reverts to that of the time period of the character's setting. Items from later in history (such as guns and clockwork, perhaps) simply cease to function.
- ◆ In extreme examples, the PCs may be able to hear the non-diegetic soundtrack (trumpet fanfares for Lancelot, or low, tense strings for Lady Macbeth for example).

Eye Sentinels

A single huge floating eyeball, levitated by psychic might alone.

Sometimes, a jarred brain develops mighty psionic powers and escapes its jar. Sometimes, such beings are re-captured by the librarians. This is what the librarians do to them.

The eye sentinels are used by the librarians to monitor less frequently-visited areas to ensure everything is kept running according to the librarians' schedule.

AC 16, HP 40, Saves +6, DC 14

Can levitate. Perceives the world through psychic resonances, so hiding behind things won't help but emptying your mind of thoughts effectively makes you invisible to them.

An eye sentinel has mighty psionic powers. Each round, it can use them to do one of the following:

- ◆ Project pain (all creatures, Wis save, DC 14, 2d4 psychic damage).
- ◆ Project fatigue (one victim, Wis save, DC 14, or fall asleep)
- ◆ Read a mind. Edit one memory in the mind being read (Int save, DC 14resists).
- ◆ Cast Suggestion (Wis save, DC 14 resists).
- ◆ Summon Librarians. Either d6 from a particular order, or one of each order.

The librarians step out from behind a bookshelf next round.

Floating Brain

Remember those brains in jars? Sometimes, the isolation of a brain-jar has an odd effect on the mind of the interred brain. Introspection and contemplation cut off from all sensory stimulus or ability to act result in profound shifts in outlook and ways of thinking. At its most dramatic extreme, such a paradigm shift in the imprisoned brain's thinking can unlock the mind's hidden psychoactive potential. Flexing newly-discovered psionic muscles, the brain breaks free of its glassy prison and escapes.

Such brains only interact with the world through their psychic powers, and thus form a beacon to others of their kind. Soon, they will gather together into a sort of psionic choir, a loose flock of floating brains bobbing along on invisible psychokinetic currents, trailing their useless spinal columns behind them.

Needless to say, such beings are not too fond of the librarians that imprisoned them. They're not too fond of any neurovores in the library either, since they form those creatures' main diet.

AC 16, HP 40, Saves +6, DC 14

Can levitate. Blind. Perceives the world through psychic resonances, so hiding behind things won't help but emptying your mind of thoughts effectively makes you invisible to them.

Roll two d10s on the list below for what else the choir can do. All will have the same powers.

1. Project pain (all nearby Wis save DC 14 or take d8 damage).
2. Communicate telepathically.
3. Cause hallucinations (Wis save DC 14).
4. Teleport objects short distances.
5. Read memories. Erase memories read, if they want (save vs magic resists erasure).
6. Move things telekinetically (roll to hit at +8, damage is d4-d12 depending on what's used to attack).
7. Cause inanimate objects to crumble to dust.
8. Predict the immediate future. (1-in-6 save to resist any effect through prescience).
9. Teleport self short distances.
10. Cause sleep (save vs magic or sleep).

Furious Book

An animated book that, as a result of the horrible and inflammatory knowledge within, is really just... unreasonably pissed off at the world.

Flaps about using its covers like wings, and then hurls itself into anything that attracts its fury.

A Furious Book is an **Animated Object (Tiny)** with the following changes:

- ◆ Vulnerability to fire damage.
- ◆ Each successful hit by the book permanently reduces the victim's Intelligence by 1: each time this happens, the book gains another chapter and a half-inch of thickness.

Giant Bookworm

This creature appears as a huge, fleshy, pallid insect larvae. A fat segmented body, like that of a caterpillar or maggot, ends with a head studded with tiny black eyes, and bearing six waving tendrils around the creature's mouth. The creature is about the size of a human torso, in length and thickness, with the tendrils extending another foot or so.

The bookworms can chew a tunnel through wood or paper, but this is not their preferred food and they favour hunting as ambush predators. Many bookshelves and floors hide - beneath a seemingly normal surface - a network of bookworm tunnels through which the creature crawls in search of prey, bursting from its burrows to pick off vulnerable visitors to the library.

A Giant Bookworm is a **Carrion Crawler**.

Guardian Shade

A human soul, compressed and refined into a weapon. Appears as a patch of darkness hanging in the air, vaguely reminiscent of a human silhouette. Like a miasma or shadow. It does not remember its former life. It exists to serve, to hunt and destroy those who threaten the library. It is single-minded and has little ability to conceptualize ideas outside of its role as a guard.

Conscious beings can tell that it is unnatural. Its presence makes their skin crawl, their stomach churn.

A Guardian Shade is a **Shadow**.

Hungry Book

Books exist to hold information. Of course, with the density of information present, sometimes this goes wrong. The books want more. They scour the data from every other book on their own shelf, absorbing it into themselves, and head off in search of more.

A hungry book is only clumsily animated by the dim intelligence stirring within it. It uses its pages to crawl along the ground, sniffing out data to absorb.

An Animate Book is an **Animated Object (Tiny)** with the following changes:

- ◆ Vulnerability to fire damage.

When the Hungry Book hits a creature with an attack, roll 1d4 for an effect:

1. The party loses d4 points of progress.
2. The victim loses 1 point of intelligence, permanently.
3. A scroll carried by the victim is absorbed and becomes useless.
4. A spell in the victim's spell-book is absorbed and becomes useless.

If the target has no scrolls or spellbooks, another book carried is absorbed and becomes useless.

Infernal Merchant

A visitor from Hell. The library contains souls, trapped and catalogued, and considering that souls form the main currency of Hell, this has resulted in a certain degree of financial interest from the devils. The infernal merchant is here to trade souls. He might buy them or trade them for some service, or else be willing to sell souls from his stock if a good price is offered. He will seem helpful. He isn't. His three goals are to enrich himself, to entice mortals into damning themselves and to cause mortals to suffer. Everything he offers is a trap, his contracts carefully worded to screw the mortal signee. Small print is written on an atomic scale. His

prices are, when you think about them, very reasonable.

Roll a d12 for its appearance:

1. Angelic
2. A goat-human hybrid.
3. A bat-human hybrid.
4. A huge serpent.
5. Corpse-like.
6. Perfectly human looking, but with tiny horns.
7. Perfectly human looking, with an evil goatee and moustache.
8. A serpent-human hybrid.
9. An empty robe that oozes smoke.
10. A mass of chains and locks in a humanoid form.
11. An innocent-looking human child, with a forked tongue.
12. A savage-looking humanoid with six arms.

Roll a d12 to determine a special ability the devil possesses:

1. Can turn any object or being to solid gold by touching it, at will.
2. Can transform into a cloud of flies.
3. Can transform into a harmless-looking animal.
4. Can mimic the appearance of the viewer's loved-ones.
5. Touch drains memory (d12 damage to intelligence).
6. Can teleport short distances in a puff of smoke.
7. Can sculpt flesh like soft wax (2d6 damage when used to mutilate).
8. Can locate the soul of a specified individual unerringly.
9. Immune to fire.
10. Casts charm person when it shakes your hand.
11. Casts suggestion at will, but requires the victim to answer a direct question to do so.
12. Can resurrect the dead. No need for an intact body. The dead come back... altered.

The devil can grant each mortal a single *Wish*. It requires payment to do so. Perhaps their soul upon death. Perhaps the murder and delivery of somebody else's soul. Perhaps some seemingly innocuous task. Unless you're incredibly precise with your wording, the wish will be perverted and

made evil. You'll get precisely what you asked for, but you'll wish you hadn't. It is evil. It is smarter than the PCs.

An Infernal Merchant is an **Arcanaloth**.

Inkblot

The residue created by Ink Elementals. Slithering black stains that trail behind the elemental, leaving a trail of black smudges. The size of a handprint.

An Inkblot is an **Oblex Spawn** that is an Elemental.

Ink Elemental

An oozing, creeping mass of ink. By turns, black, deep blue, or iridescent. Formless and fluid. As big as a horse. It seeps and drips. It leaves a sticky black residue behind it.

The semi-elemental nature of Ink is to spread, stain and flow. Whilst its own form is transient and ever-shifting, the marks it leaves behind are indelible. It is the constantly shifting force that leaves a permanent record.

An Ink Elemental is a **Water Weird** with the following changes:

- ◆ It is not Water Bound, and has a movement of 30 ft.
- ◆ It is not resistant to fire damage.
- ◆ Anything it touches is stained black.

Lantern-Bearer

A little hunched figure, no larger than a child, in a faded red robe that conceals its form entirely. It carries a lamp hooked on the end of a long metal pole, that sways and bobs as the lantern-bearer shuffles through the library on its endless patrol.

This is the fate of those thieves who try to steal from the library, their bodies withered and their minds warped into loyal servants of the librarians, tasked with rooting out others of their kind.

A Lantern-Bearer is a **Thug** with the following changes:

- Mace is renamed Lantern Smack.

- Heavy Crossbow is renamed Radiant Burst and deals radiant damage.
- ◆ They do not sleep or tire.
- ◆ They are totally immune to any mind-controlling effect that would turn them against their work on the great calculation.
- ◆ They can, if hidden behind a bookshelf, step to any other bookshelf in the library as if there was no intervening space, so long as the start and end points are both unobserved – effectively allowing teleportation.
- ◆ All invisible beings within the area illuminated by the lantern-bearer are revealed, all illusions negated while the light touches them.

Librarians

These are the closest the library has to native inhabitants. They were mortal academics once, who found their way into the library and - like a breed of fish that finds its way into deep underground cave and slowly becomes troglodytic - remained there indefinitely. Over time, the library has warped them into the beings they now are.

The librarians are diminutive, standing no more than five feet tall at most, and possess a slender, almost emaciated frame. Under their voluminous robes, wide eyes peer out from pallid faces. For the most part, these beings are furtive when visitors are around, and can make themselves scarce with surprising speed and quietness when they wish to.

The librarians are divided into five orders - the red, yellow, black, grey and white orders - who each attend to different duties in the library and teach different magical arts with which to pursue this work. The orders are broadly cooperative, acting in synchrony to keep the library running and the sheol computer working, much like a colony of social insects. It seems they possess no leadership among their own kind - each order is considered broadly equal in rank – and instead seem to serve the sheol computer and calculation engines directly.

A librarian is a **Mage** that has unlimited spell slots. All librarians know the spell *Magic Missile*

and those defined by their order. They always cast spells at their lowest level.

All librarians possess the following abilities:

- ◆ They do not sleep or tire.
- ◆ They are totally immune to any mind-controlling effect that would turn them against their work on the great calculation.
- ◆ They can, if hidden behind a bookshelf, step to any other bookshelf in the library as if there was no intervening space, so long as the start and end points are both unobserved – effectively allowing teleportation.

The Red Order - Those who Maintain The Library's Infrastructure. Can cast the following each once per turn: *Mending, Message, Stone Shape, Wood Shape, Spider Climb, Levitate, Fabricate.*

The Yellow Order - Those who Maintain The Books. Can cast the following each once per turn: *Mending, Message, Charm Person, Suggestion, Detect Thieves* (as detect Evil and Good), *See Invisibility.*

The Black Order - Those who Maintain the Portals. Can cast the following each once per turn: *Hold Portal, Knock, Hold Person, Fear, Wall of Stone.*

The Grey Order - Those who Shepherd the Restless Dead. Can cast the following each once per turn: *Detect Evil and Good, See Invisibility, Imprisonment, Command Undead* (Wizard Necromancy Feature), *Reduce to Phantom.* Reduce to Phantom targets a single undead being or trapped soul. If a Charisma save is failed, the target is stripped of its individuality and becomes a phantom.

The White Order - Those who Tend to the Calculations. Can cast the following each once per turn: *Invisibility, Dispel Magic, Levitate, Blindness/Deafness.*

Lost Soul

The soul of one who died within the library, not yet drawn into the library's machinery and distilled into a phantom.

A lost soul knows what happens to the souls of the dead here. They seek to avoid capture by the grey librarians and to preserve their own independence and sanity. Talking with one can

reveal a great deal about the inner workings of the library and the nature of the engines and calculations within.

A Lost Soul is a **Ghost**.

Roll a d12 for who the Lost Soul once was.

1. A mortal librarian.
2. A lost child.
3. A nun.
4. A mad nobleman.
5. A professor of mathematics.
6. A master burglar.
7. A famed assassin.
8. A plague-stricken doctor.
9. An emotionally tormented artist.
10. A mortal census-taker.
11. A historian.
12. A genteel necromancer.

Roll two d12s for what powers the lost soul has.

1. Move objects about like a poltergeist. Roll to hit at +3 for d6 damage if it throws them at people.
2. Create illusions out of mist.
3. Cause wet inky writing to appear on things.
4. Alter the memories of those present in minor ways: a Save vs Magic resists and alerts the victim.
5. Cause something to catch fire for a few moments: a Save vs Breath might be needed to avoid fire, and it does d6 damage.
6. Cause ice to appear on things, potentially freezing them in place.
7. Extinguish lights and erase text. 8. Lock doors securely.
8. Speak in a loud voice.
9. Make vermin appear: masses of flies, cockroaches or woodlice attacking do d6 damage.
10. Create gusts of wind.
11. Make objects collapse or fall apart. Roll to hit at +3 for d6 damage if used to attack.

Neurovore

Half-man, half-octopus, all-evil. Neurovores are strange creatures that feast on the data electrically encoded in the brains of mortals. They possess frightening psionic powers. A repository of

knowledge like the library is a veritable buffet for them, if they can subdue its guards.

Needless to say, the librarians hate them for the way they consume and destroy knowledge.

If you're the enemy of the librarians, the neurovores will be unwaveringly helpful and support you to the best of their power. They need all the allies they can get in here.

A Neurovore is a **Mind Flayer**.

Obsidian Marmoset

Like little statues of monkeys made of interlocking shards of jagged black volcanic glass. As if made by a master artist who merely teased out the monkey-shape nascent in the stone. Not artificial constructs, siliceous life.

It's not clear how they got to the library, but they live here now. They form shy troops among the tall stacks of the shelves. They don't need to feed, instead basking in the heat or electric glow of the library's machinery. Alternatingly retiring and territorial.

An Obsidian Marmoset is a **Gargoyle** with the following changes:

- ◆ Its size is Small.
- ◆ It has no flying speed, but a climb speed of 30 ft.

Ogre Spider

Huge spiders the size of dogs that dwell in the ceilings and vents of the library. They hunt in the dark, creeping above their prey before dropping their webs over the victim like a net.

An ogre spider's abdomen is long and thin, resembling that of a praying mantis more than the normal bulbous appearance of typical spiders. Meanwhile, their faces feature huge black eyes and thick maxillae that resemble a human skull.

An Ogre Spider is a **Giant Spider**, scaled to CR 3.

Origami Golem

A construct made of scrap paper, glued into a rough humanoid form, folding at the joints. Flat,

angular, ragged and misshapen, it shambles and limps on asymmetric limbs.

The golem is built to serve the librarians when they need actual muscle, either in the manual labour of maintaining the library or in dealing with intruders. It obeys silently. It lacks identity of its own, and is a mere temporary thing that serves for a time before being taken apart for materials.

An Origami Golem is a **Clay Golem** that has vulnerability to fire.

Paper Bee

Bees the size of a human hand that inhabit the less frequently visited corners of the library. They feed on ink and grime rather than nectar, and distil it into black honey.

When paper bees are encountered, they've probably got a hive not too far away. If the players decide to track where the bees go, then after d4 locations of *Going Deeper* they will find a paper beehive.

A single Paper Bee is a **Swarm of Wasps** with the following changes:

- ◆ It has 6 HP
- ◆ Its Bite is +1 to hit, and deals 1d4 piercing damage.

Paper Bee, Queen

The Queen Paper Bee encountered in the Paper Beehive is a **Giant Wasp**, scaled to CR 10.

Patrolling Apparition

A spiritual monstrosity, dozens of souls stripped down to their barest essential nature and fused into an amalgamated weapon. Like the spiritual equivalent of weaponizing nuclear waste.

It's barely more than a presence. A shimmer in the air, a mirage. Out of the corner of your eye, an impression of humanoid silhouettes, screaming faces, grasping hands. The smell of dust and rusty water.

It should not be. Every conscious being knows that what has been done is degenerate,

instinctively finds the presence horrifying. They loathe and fear it.

The librarians use these beings to track down thieves and spies. They don't seem to mind their presence at all.

A Patrolling Apparition is a **Bodak**, with the following changes:

- If the Patrolling Apparition damages a creature, their lowest ability score decreases by 1.
- If a creature is reduced to 0 in an attribute by the apparition, their soul is syphoned out by the apparition and consumed. It is gone forever, that person can never be recovered or resurrected. As a final insult, the apparition heals all damage when they consume a soul in this way.
- If a creature is killed by the Patrolling Apparition, their soul is ripped from their body, twisted and mutilated by the apparition, and becomes a Shade under its total control.

Phantom

Phantoms are, effectively, the spiritual remainders of a dead mortal, stripped down to their most basic form. Personality and thought are eroded, leaving little more than a spiritual automata laden with the collected data of that mortal's lifetime. Suffice to say, such beings are ripe for exploitation by the skilled necromancer. Thus, they have become invaluable to the infrastructure of the library, which stores them in glass tubes and uses them to power all manner of arcane machines.

A phantom's emotions are simple and direct, like those of an infant not yet able to talk or an unsophisticated animal. It understands speech only vaguely, able to detect emotion and tone but not precise meanings. Influencing its emotions - to calm it, or agitate it and direct it against enemies - is simple to achieve, perhaps requiring a charisma roll if the PCs have a sensible plan. It always fails saves to resist magical effects that manipulate its emotions.

A phantom is a **Specter** that has the following action instead of Life Drain:

Emotional Lash. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Charisma saving throw or suffer an additional effect. The effects of a phantom's emotional lash depend on its current emotional state, as listed.

- ◆ Contentment or torpor: The victim gets disadvantage to all rolls to act in anger or other strong emotions for one round.
- ◆ Pain or irritation: d4 damage.
- ◆ Rage or anguish: The victim takes d8 damage if they don't spend their next action attacking the subject of the phantom's emotions.
- ◆ Fear or despair: The victim takes d8 damage if they don't spend their next action hiding or cowering.
- ◆ Hunger or envy: The victim takes d8 damage if they don't spend their next action presenting the phantom with what it desires.

Researcher

Academics who have, for whatever reason, travelled to the library in search of lost or forbidden knowledge. Cautious, erudite and experienced, they are aware of some of the hazards they face in search of information. Roll a d% twice on the table of Types of Book (p. 63) for what they're researching. Roll a d8 for where they came from:

1. University (**Transmuter**)
2. Noble's Private Research (**Enchanter**)
3. Government Bureaucracy (**Mage**)
4. Monastery (**Cult Fanatic**)
5. Intelligence Agency (**Illusionist**)
6. Heroic Adventurers (**Bard**)
7. Esoteric Order (**Priest**)
8. Nunnery (**Druid**)

If the topic of their research is related to the information sought by the PCs, conversing with the researchers about their findings so far adds d4 to the PC's Progress score.

Rust Moth

Related to a wide variety of similar insectile creatures (most notably the cockroach-like rust monsters), these creatures feed by corroding

metal into an oxidised powder that they can digest.

Rust moths resemble hand-sized moths, with orange-brown bodies covered in flaky metallic scales and wings like corroded metal foil. Most noticeable are the antennae that sprout from their heads, which are their main form of attack.

A Rust Moth is a **Rust Monster** with the following changes:

- ◆ Its size is Small.
- ◆ It has a flying speed of 40 ft.
- ◆ It has 10 HP.
- ◆ It has no Bite action.

Skeleton Crew

Animated skeletons, tasked with the basic maintenance and cleaning of the library. They wear overalls, and carry mops and brooms. They make their way through the library slowly, washing, polishing, scrubbing and dusting as they go.

They are intelligent, and self-aware, but single-mindedly devoted to their task. If you engage with them while they work, they will happily talk with you, and prove to be well-educated and philosophical. Many of their conversations among themselves take an existential bent. It's not clear how, without lungs or larynxes, they are able to talk at all, but this doesn't bother them.

A conversation with the skeletons, if relevant to the information the players want, will give +1 progress.

A Skeleton Crew member is a **Skeleton** with Intelligence, Wisdom and Charisma scores of 12 (+1).

Skull-warden

A large skull with a single eye-socket, perhaps taken from a cyclops, perhaps from some beast such as an elephant or deformed whale. Bleached white, perfectly preserved. Hanging in the air as if from invisible threads.

Intelligent. Pompous, impressed only by its own cleverness. Uses big words, belittles the intellect of those in discussion with it, loudly proclaims its own genius in conversation or battle. Despite its arrogance, a mighty foe that projects beams of

necrotic power from the cavities and crevices in its skull.

A Skull-warden is a **Beholder** with AC 15, HP 93, poison immunity, and the following rays:

1. Expansion Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be enlarged, as per the spell *Enlarge Reduce*.
2. Contraction Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be reduced, as per the spell *Enlarge Reduce*.
3. Paralyzing Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. Attraction Ray. The target creature must succeed on a DC 16 Strength saving throw or be pulled 10 feet towards the Skull-warden.
5. Enervation Ray. The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. Petrification Ray. The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
8. Death Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic

damage. The target dies if the ray reduces it to 0 hit points.

Tooth-wardens

Little floating teeth, each perfectly preserved. They hang in the air in a roughly mouthshaped pattern. They talk in unity, the 'mouth' they create changing shape to match their words.

Their intelligence is somewhere between a group of children and a flock of birds. They chatter endlessly, think everything is exciting. If a skull-warden is present, then the toothwardens fawn over it like children over a favourite grandparent. Everything the skullwarden does is wise and interesting and brilliant.

AC 12, Save +2

For every Tooth-warden in a group, it has:

- ◆ 3 HP
- ◆ +1 to hit
- ◆ 2 bludgeoning damage

Trapdoor Spider

The spider in the Spider Trapdoor room is a **Giant Spider**, scaled to CR 5.

Visitor

These are harmless mortals who have wandered into the library and are now exploring. They are wholly unprepared for the strange and terrible things they will encounter within. Roll a d8 for who the visitors are:

1. University students.
2. Schoolchildren, and one teacher.
3. A family on an outing.
4. Lost government archivists.
5. Aspiring adventurers.
6. Researchers into esoteric spaces.
7. An occultist and acolytes.
8. Very lost tourists.

A visitor is a **Commoner**.