

THE LIBRARY OF LOST KNOWLEDGE



By Elven Tower and
Diana Muñoz

LEVEL 6 ADVENTURE

**A MID-TIER ONE-SHOT ADVENTURE
FOR THE WORLD'S GREATEST RPG GAME**

THE FROST GIANT'S CAVE

I wonder if I'll ever find my people's whereabouts. I am certain that they are out there, somewhere. The library may be the only way to track them down.

Zorgast, the Frost Giant

Repositories of knowledge and wisdom around the multiverse have a reputation for being dull places for the commonfolk. However, the farmers and peasantry ignore that such places of understanding are the cornerstone of advanced societies. Without these great libraries, all knowledge of history and science would eventually be lost and forgotten. It would set a society back hundreds, if not thousands of years. Furthermore, in a world where magic and miracles are at anyone's reach, tomes and scrolls can hold potent and dangerous arcane secrets.

Incantations of great power that can barely be contained within a piece of paper. When mighty magic tomes and scrolls are not cared for properly, the arcane fabrics twitch and shift, affecting everything around them. Tomes and parchments come to life and burst out with dangerous arcane manifestations. Librarians refer to these as arcane storms. They are rare and perilous. The Library of Lost Knowledge, an ancient, elvish repository of arcane treatises was abandoned after the ice age. The entire region froze thousands of years ago. People seldom come here. It is a dangerous journey into the Frozen Peaks; the spells and enchantments within hundreds of scrolls have become wild and unbound.

ADVENTURE HOOK

Library of Lost Knowledge is a level 6 adventure that begins with one or the combination of the following hooks:

SEEKING ELUSIVE KNOWLEDGE

The characters look for a piece of crucial information that is important for their overarching quest. After some research, they learn of the ancient elvish library in the Frozen Peaks. The information they seek might be there.

THE MISSING EXPLORERS

There is a bounty of 1,200 gp for tracking down a party of researchers. Their expedition to the *Library of Lost Knowledge* is three weeks late and people fear the worst. Evidence of their fate or whereabouts is required.

SCROLL HUNTING

A collector, Sir Damvill, hires the characters to find the *Scroll of Enlightenment* for 600 gp, in the *Library of Lost Knowledge*. He provides a rough map of the location.

History Check

DC 14: *The Frozen Peaks are a dangerous permafrost region. Travelers seldom traverse it due to the inclement weather and the flash snowstorms that are common.*

DC 16: *Human settlements used to exist around the Frozen Peaks thousands of years ago. Back then, the region was more temperate and ideal for farming. Archaeologists often dig through the snow and ice to find trinkets and evidence of the settlers of that time period.*

DC 18: *The Library of Lost Knowledge is located in the Frozen Peaks. It was built by elves millennia ago. The elves migrated south after the current ice age began, leaving the fabled library behind. Some scholars think the elves shall return when the climate evens out.*

1 SQUARE = 5 FEET



THE GIANT AND THE CAVE

SEISMIC ACTIVITY BURIED the once grandiose entrance to the *Library of Lost Knowledge* two centuries ago. A cave hides one of the entrances to the compound (see area 4). The second one is inaccessible from the surface.

Zorgast, a frost giant, came to the library to seek the whereabouts of his community two years ago. He lost track of them in a terrible storm. Zorgast cannot enter the library due to his size but he befriended an ice mephit to do it for him. The mephit tried to bring him books but it was a slow and arduous process. In the end, the living spells in the library scared the mephit away. Zorgast was left without recourse. But two months ago, an expedition of researchers came to the library and found Zorgast in the cave. Afraid of him, the guards attacked. They perished trying to scare Zorgast away. The rest of the expedition scattered into the frozen wilds and the library.

1. THE COLD PASS

*Two stone walls converge on an irregular opening.
Three-foot-long footprints lead to the cave.*

An expert tracker identifies the tracks as those of a giant (DC 14 Survival). The creature must be at least 20 feet tall. An observant character notices the cave entrance above a ridge that leads to area 3 (DC 15 Perception).

2. CAVERN ENTRANCE

Snow gives way to rough rock and the footprints disappear. There is evidence of battle here, splintered spears, bloodstains, and gnawed bones. It occurred months ago (DC 14 Survival). Zorgast (see area 4) is aware of creatures that come this way and cannot be surprised.

3. THE LONESOME CAMP

An abandoned campsite with a dozen cots and traveling gear awaits in the dark cave, frozen and still.

The research expedition came into the cave when Zorgast was away hunting. They set up camp and started to explore the cave when the frost giant came back and found them rummaging about his few possessions. The camp was abandoned two months ago (DC 16 survival).

Traveling Log. A frozen book in a bag reveals the camp belonged to the lost expedition. They came to the library looking for the *Scroll of Enlightenment*. The logs say the item has the power to unleash a person's true power.

Treasure. The bags and satchels contain 148 gp, 200 sp, and two *potions of healing* (DC 11 Investigation).

4. ZORGAST'S LAIR

*A half-eaten, frozen polar bear lies by the north wall.
A huge cot of pelts and furs opposite to it. A looming,
20-foot-tall figure stands in the deep darkness.*

Zorgast is a good hunter and is accustomed to living off the land in the arid Frozen Peaks region. A polar bear lasts him for a few days; he brought the one in the cave less than a week ago. Zorgast is wary of travelers after several encounters in the past year but he is not particularly aggressive toward the small races. He just prefers to be left alone in the northern frozen wastes.

Zorgast's (**frost giant**) first line of action is defending his lair from trespassers. When Zorgast drops to half his hit points, he becomes scared for his life and offers to parley. Insightful individuals notice that the giant is truthful and genuinely afraid of physical combat (DC 11 Insight). It is fair to assume that the gentle giant prefers to solve things amicably, rather than with raw strength.

THE GIANT IN EXILE

IF THE CHARACTERS agree to hear Zorgast out, the giant lights a fire and offers the party chunks of roasted polar bear meat. Zorgast explains he seeks his traveling tribe but has not been able to find them for over a year. He hopes that the library might help him unearth their location. If the characters are interested, Zorgast begs them to find his family's location in the library. Such a favor would be rewarded by the frost giants' tribe; the characters would then count the frost giants as friends.

If inquired about the missing expedition (see **Adventure Hooks**), Zorgast recounts the unfortunate encounter with the researchers and their guards. Alas, all of them are presumed dead. Zorgast claims he fought in self-defense and tried to parley. The frost giant truthfully claims that some of them ran unequipped into the snowstorm and the rest into the library (DC 11 Insight).



THE LIBRARY OF LOST KNOWLEDGE

The search for knowledge is the most powerful drive known to elvenkind. Seeking the unknown shall bring their untimely demise, however wise they are...

Old Elvish Saying

A DESCENT INTO DARKNESS

THE LIBRARY'S ENTRANCE collapsed under its own weight centuries ago. From Zorgast's cave, the only way to reach the elvish underground compound is by climbing down a narrow shaft near his pelts and furs. The opening is narrow enough that a human must rearrange their equipment and squeeze through to pass.

The shaft is 100 feet deep. The width varies along its extension and features numerous sharp rocks that may injure climbers or damage their equipment. To make it down safely, a creature must succeed on a DC 16 Athletics check. The use of ropes and climbing gear gives advantage in this check. Failure means the creature takes 3d6 slashing damage from the sharp stones and edges along the shaft. Failure by five or more means the creature falls all the way down and takes 6d6 bludgeoning damage. Regardless of the result, there is a 2-in-6 chance that any climbing gear used for this descent is damaged and becomes unusable for further attempts.

THE LIBRARY'S ARCANIC STORMS

GRAND LIBRARIES OF arcane secrets hold countless spellbooks, spell scrolls, arcane formulae, treatises on the fabric of the planes, ritual books with forsaken incantations, spells inscribed in rocks and tablets, and all manners to record the art of magic. Curators often take good care to place abjuration wards and safety measures to prevent the wild nature of magic to unleash the energy bound into the paper and objects. The elves who built the *Library of Lost Knowledge* placed wards that were meant to last for ten thousand years. They could not predict that the ice age brought with it seismic activity. The earthquakes damaged the compound's structure and destroyed the wards that kept the magic at bay.

Now the library is a dangerous place where magic coalesces into ethereal, ephemeral representations that lack any reasoning or morality. Scholars call these out-of-control outbursts arcane storms or living spells. They are born from the library contents and sometimes become self-conscious for brief periods of time. A spellstormed library cannot be contained with magic, short of a *wish* spell. When or if the elf builders return, they may not be able to restore the library to its former state.

FEATURES OF THE LIBRARY

Lights. Areas 2, 4, and 10 contain magical scrolls. The arcane scriptures glow and provide dim light.

Moving Documents. Scrolls, parchments, loose pieces of paper, and even tomes, fly from place to place, following an unintelligible dance. Some move at lightning speeds while others hover about almost still.

Sounds and Smells. The pungent smell of wet ink and rotten paper permeates the library. The sounds of flying pieces of paper and parchments can be heard throughout as the characters explore different chambers.

Arcane Auras. A spellcaster detects a strong magical presence in the library (DC 14 Arcana). A *detect magic* spell reveals strong conjuration and evocation auras. Casting spells within the *Library of Lost Knowledge* may have unexpected effects, use the following table (1d6):

- | | |
|-----|---|
| 1-2 | The spell fails and the spell slot is lost. |
| 3 | A random spell of the same level is cast. |
| 4-5 | The spell goes off normally. |
| 6 | The spell is cast as if one level higher. |





1. LIBRARY ENTRANCE

After the long descent, a twisting flight of stairs leads to the library's threshold: a tall, round arch inscribed with faded, elvish runes. The nature of reality ominously shifts after crossing the mythical gate.

The elvish inscriptions on the gate read: 'We have gathered all the cognizance and contained it for safekeeping. Enter and learn. But understand that a part of you stays behind. Your naivety and ignorance shall remain here'.

Once the characters cross the threshold, the strange nature of magic and reality within the library apply (see **Features of the Library**). The flying documents and papers try to cross the gate out of the library but always turn back into the chaos of the antechamber archives.

2. ANTECHAMBER ARCHIVE

A mighty storm of parchments and papers blows in this chamber; an arcane hurricane that impedes passage and sight like an ethereal wall.

The storm is strong enough that it impedes sight beyond 5 feet. Papers hit creatures, get stuck in their clothing and armor, and stagger them. The room is considered difficult terrain. The living, magic-infused documents in this chamber are territorial in nature and disallow trespassers. Two ethereal manifestations of living parchment (**wraiths**) attack the characters from the storm.

3. IMPROMPTU CAMPSITE

Four scared people sit close together in the corner. A small pyre of tomes and documents provides warmth and light to the hapless, malnourished survivors.

The four **commoners** are the only survivors of the expedition. They have managed to survive for two months here, hunting rats and eating bugs. They fear the arcane storms and dared not return to area 2. They are in really bad shape and mentally unwell; two of them broke their legs making the descent to area 1. Their legs mended in a bad position and now they can hardly walk.

This adventure belongs to a series of collaborative projects that involve other Patreon creators. This one-shot adventure features work by [Elven Tower](#) and cartographer [Diana Muñoz](#). Check out her Patreon page for great cartography and inspiration!

4. HALL OF SCROLLS

Scroll cases stack all the way to the top of the 30-foot-tall walls of this chamber. Many have fallen from their places and gathered on a large mound on the floor.

The scrolls in the central mound are attached to a large piece of enchanted clay. Disturbing the enchanted pile causes the tumulus of clay and scrolls (**clay golem**) to stand up. In addition, four scroll apparitions (**shadows**) coalesce from the flying papers and attack.

Secret Passage. There is a narrow fissure on the west wall of the hallway to area 5 (DC 14 Perception). It leads to the natural cavern network in area 11.

Treasure. Careful examination of the scroll cases takes 10 minutes, the search yields a *spell scroll* of *daylight*, a *spell scroll* of *remove curse*, and a *spell scroll* of *blight*.

5. A VOICE FROM THE PAST

The ghostly apparition of an elvish scholar meanders the narrow hallways of this chamber. The woman flees if attacked. If the characters agree to speak, the ghost introduces herself as Aerinee. She was a librarian here thousands of years ago. Aerinee explains that she is worried about the library's current state. She talks about the arcane wards that were meant to impede the library's descent into chaos. The wards are five magical braziers in area 10; Aerinee begs the characters to rush there and reactivate the wards. Otherwise, the library shall become more dangerous and unstable as time passes.

6. THE GOBLIN SCAVENGERS

Four goblins rummage about this rather silent library chamber. They flee if threatened. Their leader, Rum, knows Common. He reveals they came to the library through area 11 and are looking to scavenge stuff of value but all they have found are useless, books, and pieces of parchment. If the characters agree, Rum and his lot would like to follow the characters around to help. In exchange, they expect to keep some of the treasure.

Treasure. After 10 minutes of searching, the chamber contains one potion of healing, two empty spellbooks, 75 gp, and two silver statuettes (250 gp each).

7. CHAMBER OF OMNISCIENCE

The round room contains a soapstone pedestal with a recessed mirror on it. A spellcaster that spends 10 minutes examining the mirror concludes that it can be used to see faraway places and people (DC 12 Arcana).

The magical mirror can be used like a crystal ball to cast the spell *scry* or *contact other plane* once a day. If the characters have come to the Library of Lost Knowledge to acquire information about a place or a creature (see **Adventure Hooks**), they can use the magic mirror to learn this. Otherwise, they can try their luck in area 10.



8. HALL OF FORBIDDEN KNOWLEDGE

Four scroll cases rack up to a height of 40 feet. A strange statue of a man with a broken leg lies near the north wall; the face a portrait of suffering.

The cases in this chamber are cursed. Touching the scrolls causes a slow petrification curse (see below). The statue is a petrified explorer that came here fifty years ago and tried to retrieve the *Scroll of Enlightenment*. He climbed to the top, touched the scroll, and became cursed. He fell to the ground, breaking his leg, and then was completely petrified with no way to save himself. The *Scroll of Enlightenment* is located 30 feet up the north scroll case. There is no ladder in the room.

Petrification Curse. Creatures that pull a scroll from the case become paralyzed (DC 14 Constitution). The save is rolled again after 10 minutes: On a fail, the creature is petrified. Succeeding either roll makes the creature immune to the curse for 10 minutes. If the creature pulls a scroll after that, it must roll again.

The Explorer. If the man's petrification is cured, the wounded man thanks the characters. His name is Vallerey (**knight**) he vows to help them out of gratitude.

9. HALL OF HEROES

Busts of elvish scholars and researchers are held in recessed alcoves on the walls of this chamber. The busts stack up into the darkness. There are at least 60 of them. Aerinee's bust (see area 5) is on the third row. A plaque says she died six thousand years ago of a rare illness.

10. GRAND LIBRARY HALL

A 30-foot-tall gale of papers, parchments, and small trinkets rotates near the west wall of the library hall. Lightning emerges from its center; the boundless rage of a living spell. Five unlit braziers line the walls.

The living spell (**air elemental**) attacks trespassers at once. It fights without mercy and cannot be reasoned with. Once it drops to 0 hit points, A thunderous roar emerges from its core. It divides into two living spells with full hit points and continues to fight.

Arcane Wards. The five magical braziers in the room can be lit by spending a spell slot to restore the library's magical wards. After they are all lit, the strange phenomena in the library die down and things return to normal. All documents return to their original locations.

11. A PASSAGE INTO THE DARK

The narrow passage opens up and becomes a large cavern tunnel. The tunnel leads northwest and then slants downward into the veins of the earth. The tunnel leads into the territory of goblins and other underground creatures. Rom (see area 6) may lead the characters there if he survives the library and is on good terms with them.

CONCLUSION

The characters reach the end of this adventure. They must face the consequences of their deeds.

PRICELESS INFORMATION

After the living spells are defeated in combat, they combine and become an ephemeral, subdued, and harmless entity that contains all of the library information. If the characters did not find what they seek in the Chamber of Omniscience (area 7), they can ask the living spell anything and it provides the answer as long as the information is contained within the Library of Lost Knowledge.

THE MISSING RESEARCHERS

Escorting the survivors to the nearest city and explaining what happened earns the characters the promised reward of 1,200 gp. The four people saved are grateful.

THE FABLED SCROLL

Sir Damvill, the collector, pays 600 gp for the *Scroll of Enlightenment*, as promised. The scroll holds ancient power that may be used for good or evil. Such a powerful magic item may also be used to propel the campaign in a new direction. This is left to the GM's discretion.

THE GIANT'S LOST TRIBE

The characters can learn of Zorgast's kin by asking the living spell in area 10 or by consulting the Chamber of Omniscience in area 7. The giant's itinerant tribe is located in an arid tundra in the Woodlands Realm. They inadvertently crossed a portal to the other plane and became stranded. Zorgast is grateful but confesses he knows no way to get there or a way to activate a portal. He, once more, begs the characters for help to reach his tribe. However, that is an adventure for another day.

