







GYNOSPHERINX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +14, History +14, Perception +9, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 19

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit

with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

The sphinx 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. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 12 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

Your party has been wandering the desert for about 3 days now, and you are hot, tired, and sweaty like a sinner in church. This morning, you all happened to spot a trail of burrowing ants, and have been following them for the past two hours. Unfortunately, they disappeared down a hole into the sand, leaving your party even more lost than before. The sun is hot and there is nothing around you for miles. [What do you do?]

[roll perception]

Suddenly, a large shadow descends on you with a thud; a large Sphinx, who flares her wings and ROARS. [Roll, for initiative]

The Sphinx's Keep:

The stat block for the Gynosphinx can be found on page 282 of the *Monster Manual* or on *D&D Beyond* at <https://www.dndbeyond.com/monsters/16917-gynosphinx>

During the battle, a successful investigation check will reveal that the sphinx is not here randomly, but it is instead standing on a large stone doorway. It will avoid moving from this spot if possible.



The sphinx has no interest in killing or being killed, so after 1 rounds of combat or 50 points of damage, she will stop fighting and ask to make a deal with the party.

If the party stops fighting when the sphinx asks them to, they will get the option to solve her riddle in exchange for entry into the library.

Riddle: I disappear if you say my name. Who am I?

Answer: Silence.

If they solve the riddle, the sphinx disappears, leaving the door open. The party enters the library...

If you are breaking this campaign into multiple sessions, this is a good stopping point. If not, you can continue below...

Entering the Library:

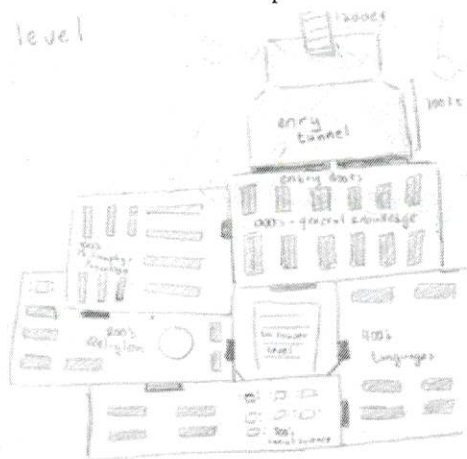
As you open the door into the library, the first thing you notice is how **good** it smells—warm and clean, like freshly printed paper.

The second thing you notice is how dark this entrance hall is. Perhaps it's because you're entering from the overbearing sun outside, or perhaps it's the lack of windows. Regardless, the effect is unnerving.

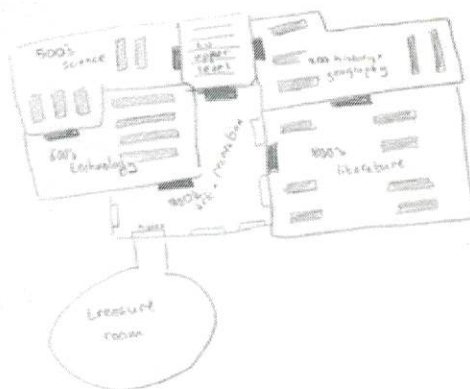
From the far end of this dark hallway, you can hear a small amount of noise—you're not sure what yet, but it seems you are not alone...

To travel down this hallway, players can rely on external forms of light or dark vision, otherwise it becomes difficult terrain.

Upper level



Lower level



each hallway intersection has 2 statues:
owl acanthus holding books. Below each set
of statues there's a plaque

- The first set says

"Go North, and Find Knowledge"

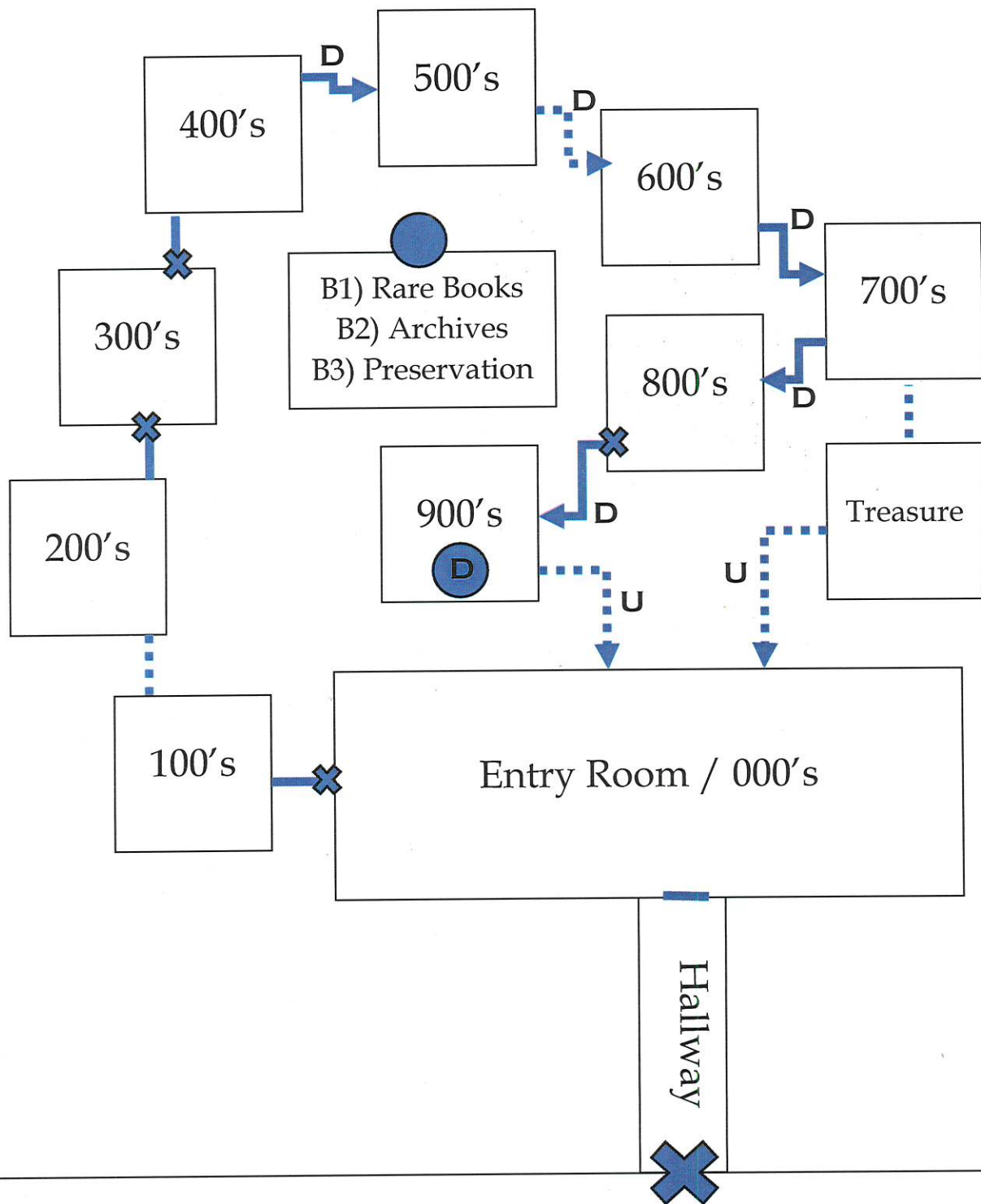
- The second set says

"Go North, and Find treasure"

The statues are otherwise unremarkable.

Tile of
Darkness
(x 2)





DESERT

"I SEARCH THE BOOKCASE!"

just make sure the book makes the room

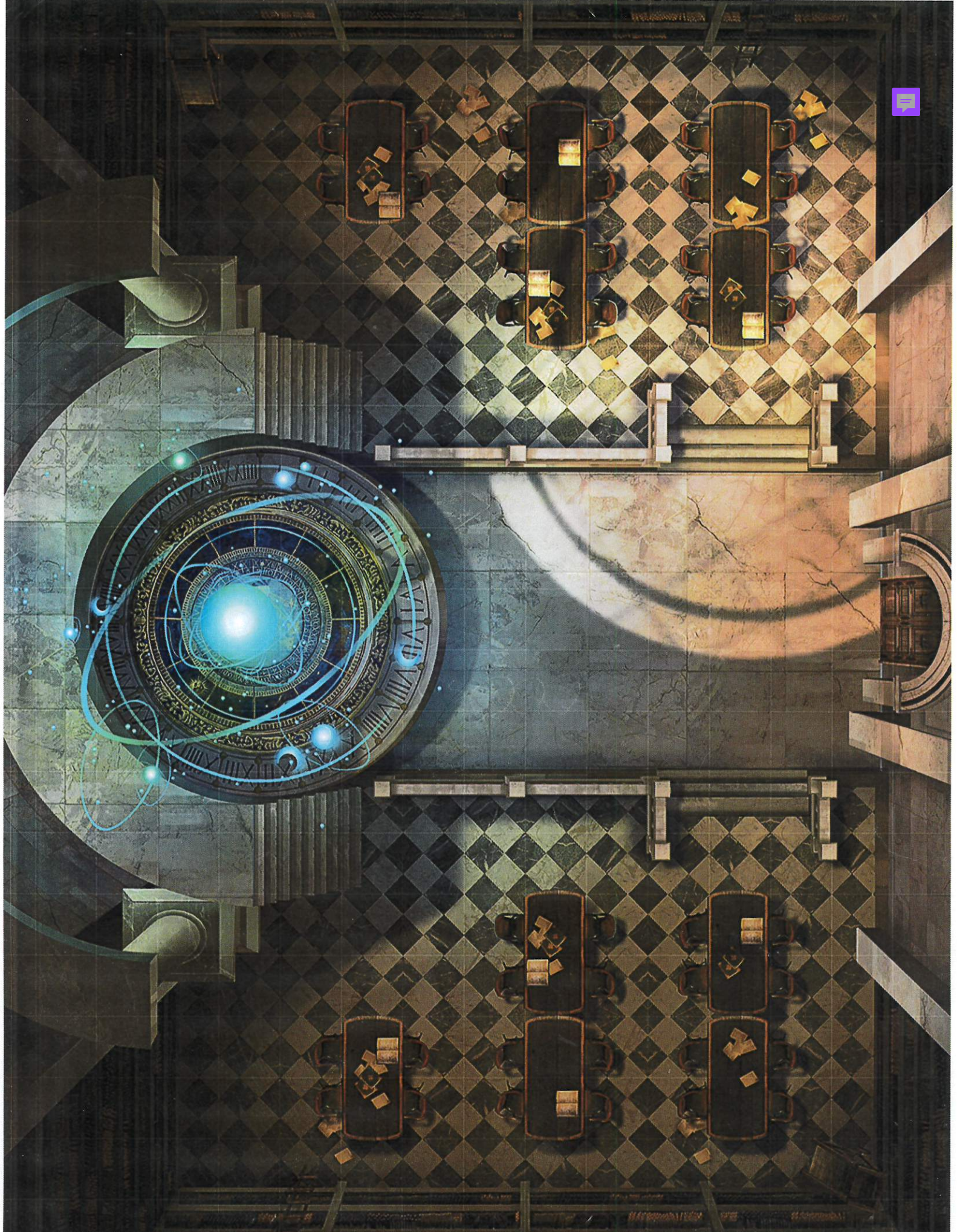
EIGHT RANDOM ROLLING TABLES TO POPULATE YOUR LIBRARIES

RANDOM BOOK TITLES, AUTHORS, AND CONTENT

Use the table below to roll for random books a character might find in a library or on a bookshelf. If the books belong to an important NPC, consider what their interests are, what their bookcases might look like, and what knowledge they would have gained from the books that they own. Feel free to augment or supplement the following table with your own ideas!

BOOKS

1d100	Book Name	Author	Contents
1-2	<i>Bridge to Heaven</i>	Bruvin Darryo	Planeshifting methods to travel to Elysium
3-4	<i>What Prowls at Night</i>	Theus Wolfsbane	Collection of werewolf sightings
5-6	<i>Derythric ("Rituals")</i>	Grokdos Spearbone	Orcish ritualistic ceremonies
7-8	<i>History of Elfin Wine</i>	Araina Reshtir	Collection of historical elven orchards
9-10	<i>The Sharp End</i>	Linus the Adventurer	Swordfighting tips for beginners
11-12	<i>A Tale of Giants</i>	Malayna Quasiv	Account of the hunting of a clan of frost giants
13-14	<i>True Ley Lines</i>	Unknown	Hypothetical mapping of arcane ley lines
15-16	<i>Borzog the Destroyer</i>	Borzog the Destroyer	Inflated account of Borzog's endeavours
17-18	<i>Gnomish Kin</i>	Yalenna Stone	Genealogical reconstruction of gnomish heritage
19-20	<i>The Webs Below</i>	Porthos Avoren	Account of an encounter with driders
21-22	<i>Mountainous Desires</i>	Babessa Puman	Romantic fiction between a goliath and an elf
23-24	<i>Conjuring Success</i>	Master Wan	Amateur's guide to conjuration magic
25-26	7	Unknown	Theory that everything is tied to the number 7
27-28	<i>The Bearclaws part 3</i>	Minnie Darova	Part in a series about the fictional adventuring group
29-30	<i>The Astral Sea</i>	Hellian	Collection of dangers found in the Astral Sea
31-32	<i>Navigation</i>	Captain Royce	Basic guide to navigating on sea using the stars
33-34	<i>Power of Fire</i>	Tartaros	Overview of the uses of fire magic and arcane flames
35-36	<i>The Ice Time</i>	Torop Bruska	Guide to farming during multi-year winters
37-38	<i>Beyond the Red Gate</i>	N. Otade Vil	Structure and topographical overview of the Nine Hells
39-40	<i>Worship of Ilmater</i>	Unnamed priest	Guide to ceremonies, dress and prayer to Ilmater
41-42	<i>The Twelve</i>	Unknown	Account of the shattering of the Deepblade into 12
43-44	<i>The Planes</i>	The Wayfinder	Incomplete and incorrect overview of the Planes
45-46	<i>Sending and Finding</i>	Master Kraven	Guide to spells that send messages or find objects
47-48	<i>Soothserum</i>	Unknown	Step-by-step guide to brewing the illegal soothserum
49-50	<i>Halfling Architecture</i>	Meynas Brinn	Technical sketches of halfling architectural styles
51-52	<i>To the Bottom</i>	F. Ish	Fake account of a city at the bottom of the sea
53-54	<i>101 Mockeries</i>	Stegey the Bard	Collection of vicious mockery insults
55-56	<i>Taming of the Ewe</i>	Brindleback	Guide to handling aggressive or dangerous sheep
57-58	<i>Fantastical Blades</i>	Mervyn the Sage	Overview of historically significant magical swords
59-60	<i>Zero to Zero</i>	Unknown	Tale of an urchin who becomes a hero and fails
61-62	<i>Uses for Alicorn</i>	Jenna Brodiger	Material uses for unicorn horn, for brewing or imbuing
63-64	<i>99 Plants</i>	Herb Dingus	Arbitrary, illogical and unordered list of random plants
65-66	<i>The Fir</i>	Archdruid Zevan	Account of how a fir tree gave Zevan druidic powers
67-68	<i>Guide to Hemocraft</i>	Unknown	Advanced guide to the uses of illegal hemomancy
69-70	<i>Wood vs. Thatched</i>	Brennan Duryan	Argumentative essay on using wood or straw for roofs
71-72	<i>The Missing Link</i>	Maybel	Hypotheses surrounding the murder of Levos Brin



At the end of the hallway, there is a huge set of double doors with a series of symbols carved into it, but they don't seem to be in a language you recognize...

This door isn't locked, and players can just walk through, but it's a fun way to see how they might try to problem-solve.

The 000's, General Knowledge

Upper Level

Connects to:

Main entrance (straight behind)

100's (left)

Stairway to lower level (straight ahead)

You enter a warmly lit room with vaulted ceilings. There is shelf after shelf of books and scrolls and stone tablets, more than enough reading to last even an Elven lifetime. For a moment, you see a large snowy owl in green scholar robes, a satchel of scrolls on his back.

"Oh!" he says before leaping into the air.

Have everyone roll a Dex save, with a DC-13, as a barrage of arrows rain from the ceiling, hitting any party members for 1d6+2 on a failed save.

Where there was one owl, now there are two, the snowy owl from before and a large barn owl in the green of a ranger, a short bow aimed on your party.

The party will have to justify to Aur and Zeed, keepers of the library, why you should be allowed to explore the library and try for treasure.

Name: Aur					
Race: Aarakocra—resembles a large snowy owl					
Class: Monk					
Background: Sage					
The scroll keeper of the great library					
HP 83	AC 17		+3 Proficiency Bonus		35ft walking speed
STR +1 (12)	DEX +2 (15)	CON -1 (8)	INT +2 (15)	WIS +3 (17)	CHA 0 (10)



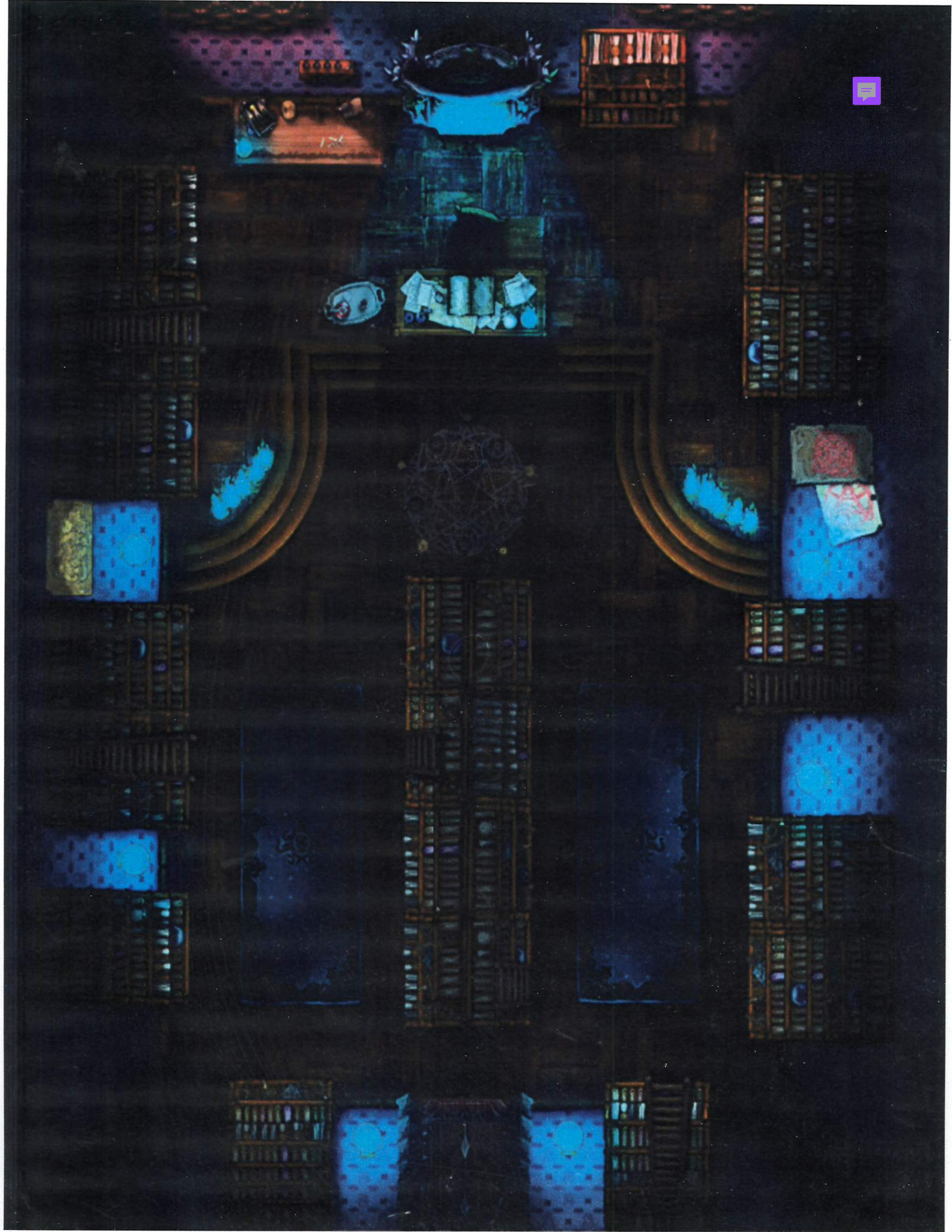
Name: Zeed					
Race: Aarakocra—resembles a large barn owl					
Class: Ranger					
Background: Folk Hero					
Security for the great library					
HP 60		AC 16		+3 Proficiency Bonus	25ft walking speed
STR +2 (14)	DEX +4 (18)	CON +2 (14)	INT 0 (11)	WIS +1 (13)	CHA -1 (8)



Usually just have Zeed shoot/land, and the party has to talk their way past while he tries to convince them to leave.

On a success, he'll take them over to Aur, who also tries to stall.

Only after convincing both will they show the door to start the dungeon proper.



Can also drop hints about Preservation, who owns the library (see Basement notes)

Aur can explain that he and Zeed have watched over the library for centuries and will watch over it for centuries more, sustained by the power of the library itself. If the adventurers can find their way through the library to the treasure room, they can take one of the chests they find there, as well as taking the riches within that chest.

But be warned, appearances can be deceiving. Should you find the chests, know that not all gifts are good ones. Red could be devilish, as could be blue. Yellow is not always safe to choose. But think of this:

*The color to stop can sometimes mean go,
The color of sunshine most often is sweet,
And the color of wine dark can lead to deceit.*

Aur's riddle should hint to not select the blue chest, but the party might not remember the riddle by the time they get to the treasure room. You can always have them use a history check to try and remember it, but that's your judgment call to make.

The library is filled with owl pages—these were the burrowing owls who your party saw before, now clothed in green and brown scholar robes. They can assist with hints but should not give away the whole puzzle.

Zeed will also warn that they think they may have had a break-in recently, but not break out, so the party should be careful.

At any time, the party can read/refer to a library book; have them roll a straight d20 to gauge if the book is relevant to the task at hand.

Sometimes huge this to make cat/bunny security, who goes after the party if they misbehave

The 100's, Philosophy & Psychology

Upper Level

Connects to:

- 000's (right)
- 200's (straight ahead)

When you enter the 100's, you notice there are special shelves lined with jars upon jars of preserved brains, all labeled with tiny notes. There are no obvious doors in this room, almost like they've sunk into the walls.



Players are approached by a small owl page named Eek. "Hello travelers, I am happy to assist you in finding the exit, but only if you'll assist me with my research!"

Eek just wants to be left alone to work on his Masters' application, but will show the party the door if they participate in a study.

If players choose to not participate in Eek's research, they can either return to the 100's or complete a DC20 investigation check to find the door. Eek's research takes the form of a personality test, which you can find below:

Quiz: How Are Your Vibes?

1. Pick a chocolate:

- a. White chocolate
- b. Dark chocolate
- c. Milk chocolate
- d. I don't like chocolate

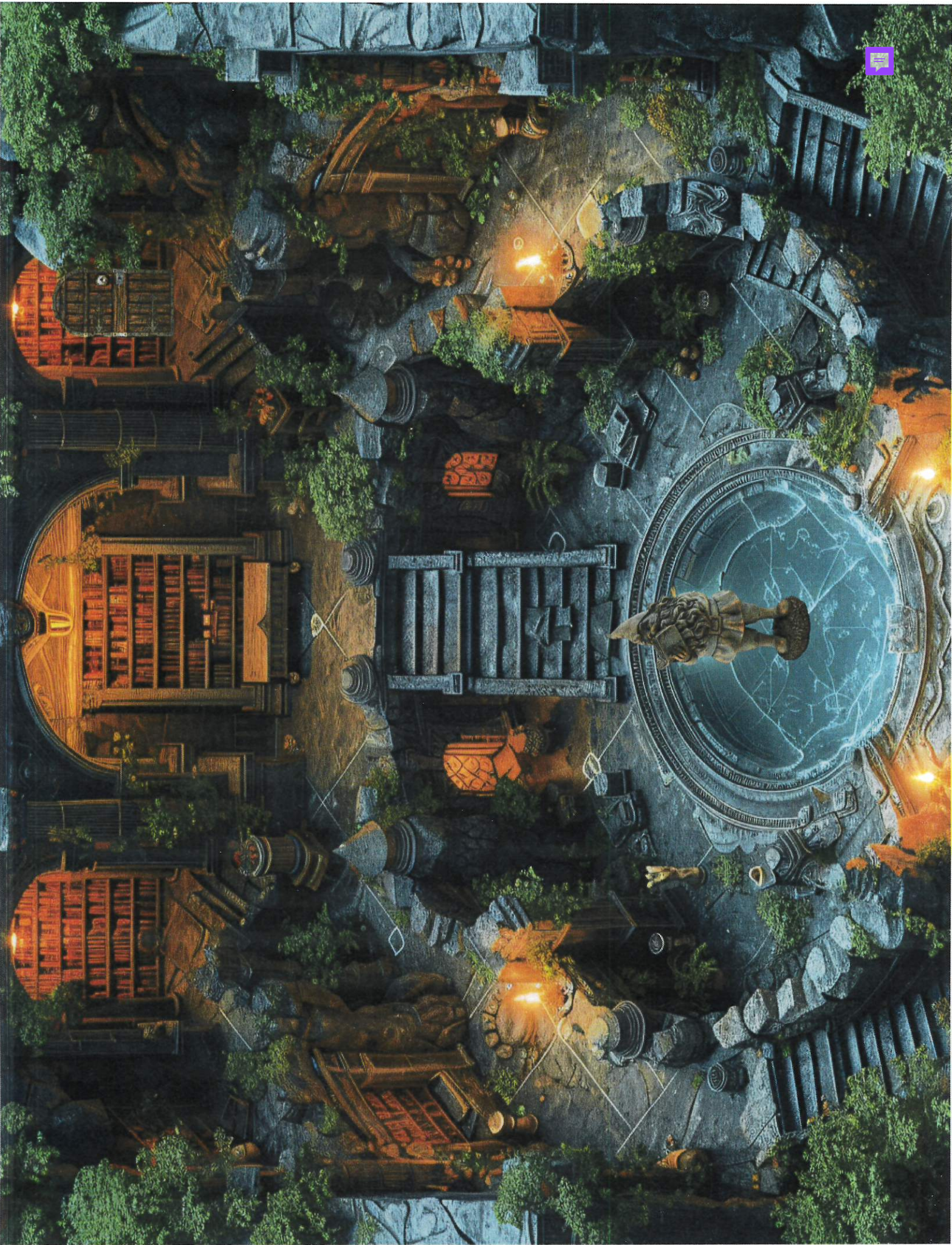
For research (Eek's a little nuts)

There's something else in the room

• set a timer for 5 min (first timer for 3)

• every time the timer goes off, a black presence takes a bite out of the players' mind

• the poor owl page might be a little mad...



2. Dogs: How do you feel about them?
 - a. They're fine!
 - b. Love them!
 - c. Not my thing, but happy for other people! 7
 - d. No way! Yuck!
3. What do you do if the toilet paper roll is empty at home?
 - a. I leave it and put a new roll on top of it.
 - b. I replace it with a new one.
 - c. I use a different bathroom.
 - d. I don't use toilet paper.
4. Which fantasy celebrity would you consensually smooch?
 - a. Fantasy Danny DeVito
 - b. Fantasy Keanu Reeves
 - c. Fantasy Harry Styles
 - d. Fantasy Garfield the Cat
5. Pick a word:
 - a. Baby
 - b. October
 - c. Magic
 - d. Rancid

Mostly As—You're pretty chill!

Mostly Bs—~~SUPER~~chill, your vibes are immaculate.

Mostly Cs—You're on thin ice.

Mostly Ds—The vibes are off. Vile!

As long as most of the party doesn't get a majority of Ds, Eek will lead them to the hidden door. If they do get mostly Ds, they'll have to succeed on a DC20 Investigation check.

** behind the place*

The 200's, Religion

Upper Level

Connects to:

- 100's (straight back)
- 300's (straight ahead)
- Stairway to lower level (right)

If the players try to kidnap Eek, have him attempt to escape until he makes it back through the Staircase to the 100's

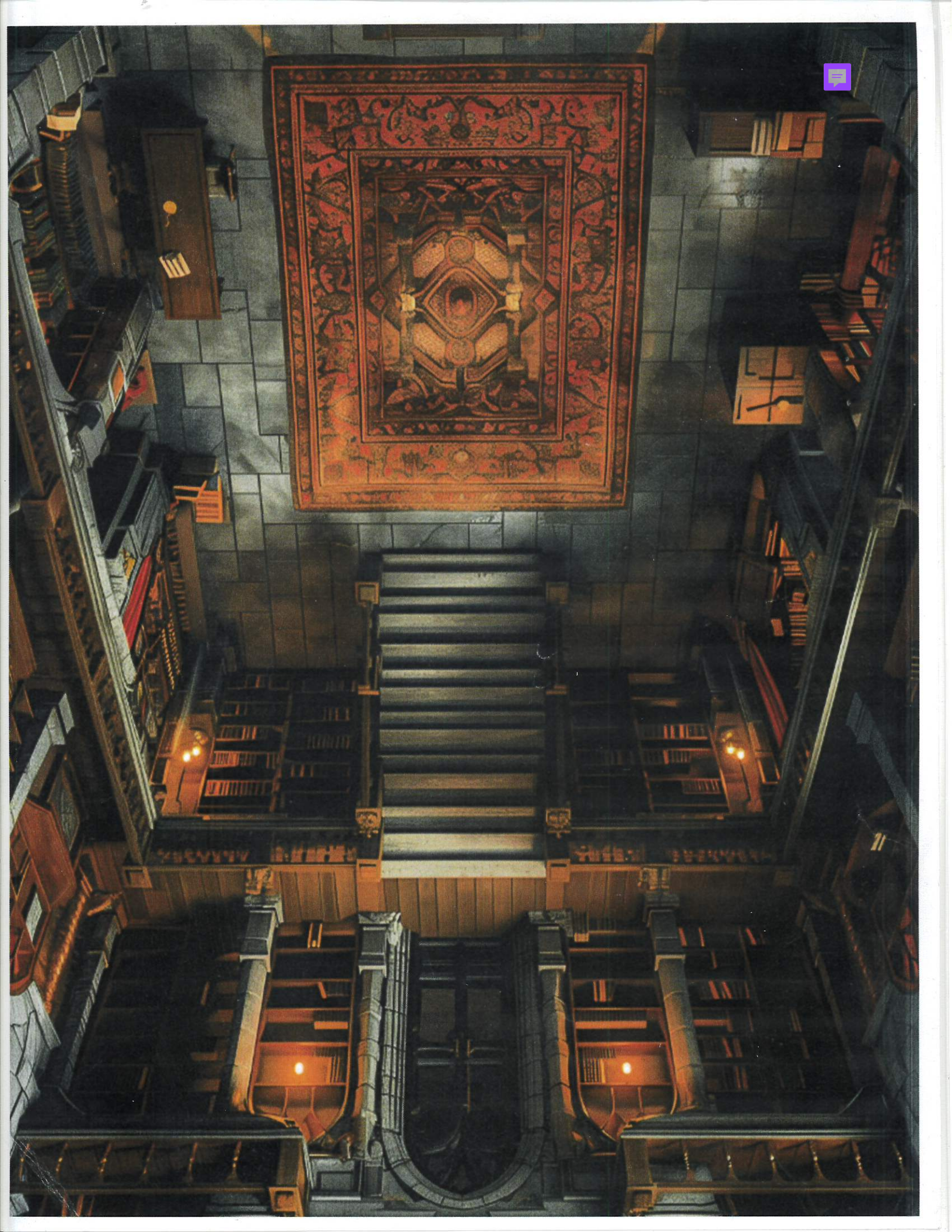
Upon entering the 200's, your eyes can't help but stray to the elaborately carved fountain in the center of the room. The fountain features a statue of a gnome holding a scroll, the base of which features a stone reading: "This library is dedicated to Oghma, Lord of Knowledge and Binder of what is Known. Sacrifices left in his name are justly rewarded."

Any sacrifice put in the fountain rewards the player with 1d6 healing. A particularly generous sacrifice will get 3d6 healing.

Trying to sacrifice a library book will result in a scolding from an owl page, and trying to sacrifice an owl page will result in the player taking 6d6 psychic damage.

There is nothing blocking the players' exit from this room.

-the fountain bubbles reversed; a player jumping into the fountain gets a hint about the library from some sort of diving process



The 300's, Social Sciences

Upper Level

Connects to:

200's (straight behind)

400's (straight ahead)

The Social Sciences seem to have the most owl pages looking for items, each of them part of a pod or two or three owls.

The doors to leave are all locked, even the door they came through.

Two pages approach your party, each holding a key. The owl in green introduces itself as Eeep and explains that one of them always lies and the other always tells the truth.

The owl in brown introduces himself as Cheep and explains that only one key will allow the party to move on to a different room. They also explain that you can only ask one question.

What does the party ask? Answer: Eeep tells the truth and Cheep always lies. In fact, they're lying right now! Both keys unlock the doors!

Both of the owls are lying,
no one has the key, intro
to cat.

Or intro to book-drop;
a secret tunnel to
the 900's,
hidden



The 400's, Language

Upper Level

Connects to:

300's (straight behind)

Stairway to lower level (left)

A strange feeling washes over you. While the room seems standard—bookshelves and maps line the walls—you feel odd. You open your mouth only to realize you can only speak and think in a language other than Common.

Pass out slips of paper with different languages written on them. Unless a player has been given Common, none of the owl pages can understand them.

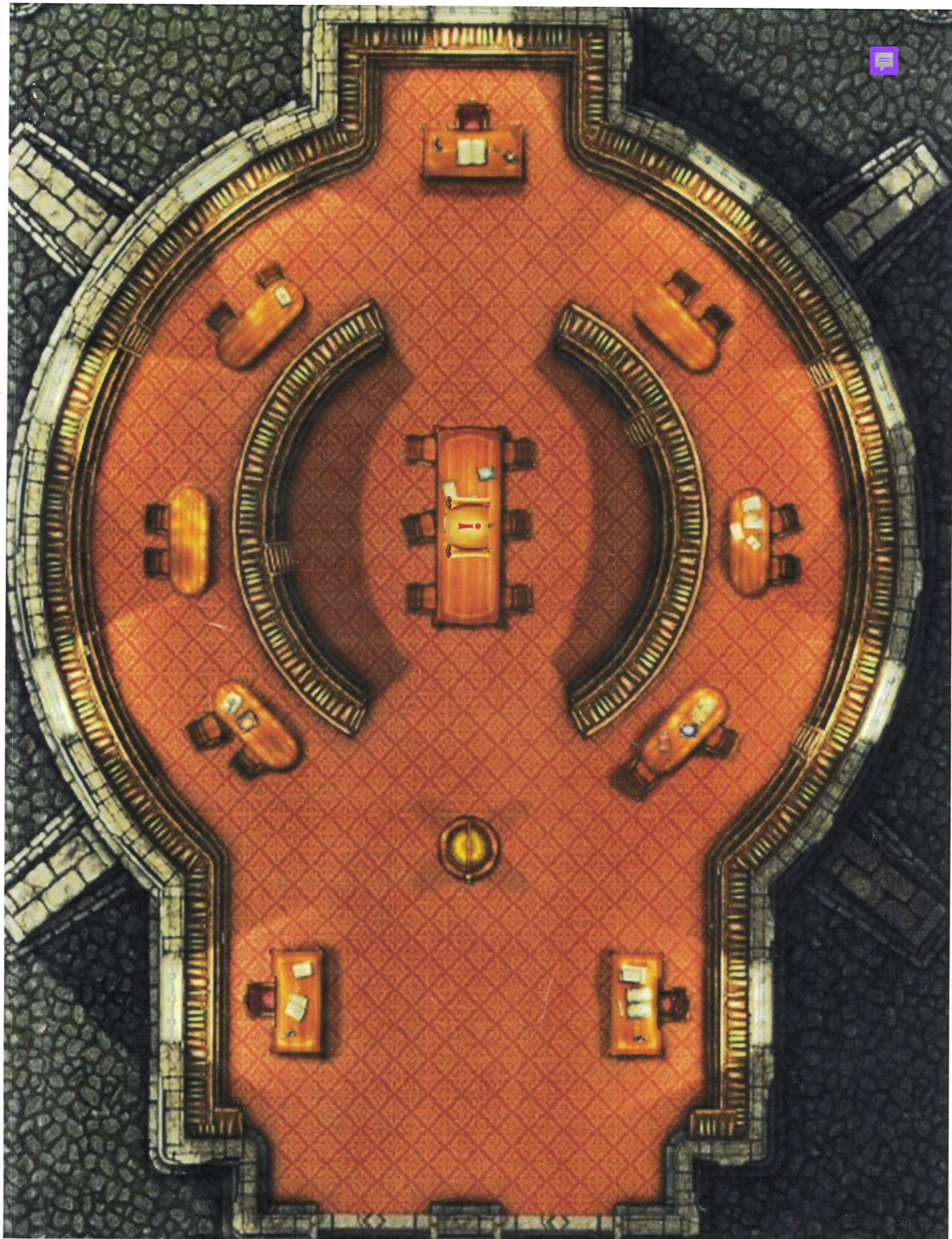
Every player should also be given a few puzzle pieces. (You can use the image shown, cut into pieces, or you can create your own physical puzzle.) The players will have to assemble the puzzle without an in-game common language.

Solving the puzzle opens the doors. The doors are locked tightly, and it requires a DC Strength Check to try and force them open instead.

Not only does opening the door let them into the next area, but it also gives everyone back their usual languages.



Also good room for
battle with Cat, who's
holding last puzzle piece

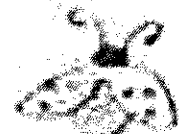


THE

DOOR

is now

OPEN!





!



not leave the chamber voluntarily). As the construct passes through each successive chamber, resolve any damage. If any layer but the correct one is on the exterior, that layer is destroyed. If there are no more layers, the golem is destroyed.

COUNTERMEASURES

On each failed attempt, an alarm blares as the system registers an operator error. This triggers the manufactory's countermeasure feature.

On each failed attempt, each creature in the manufactory must succeed on a DC 15 Dexterity saving throw or suffer 28 (8d6) bludgeoning damage on a failed save or half as much on a success as the various construct parts lash out and attack any creatures in the room. The parts then revert back to their dormant state.

THE CROWN AND THE DAGGER

The party must pair six items with six statues in the proper order; otherwise, they may have to face the ghost of a murdered ruler.

Six towering statues are set in alcoves around the room, each depicting nearly identical hooded figures. Each statue is facing a central table covered

1) Zoology

2) ~~Geology~~ Oceanography

3) Geology

4) Botany

5) Astronomy

6) Chemistry

1) the statue is bit/scratched

2) dripping wet and smells like

3) different materials/stones

4) cracks w/ plates gray w/

5) shiny discolor that reflects

6) strange discoloration/burns

Directly interacting with any of the substances associated with these statues is enough to reveal what they are, at GM discretion.

The stone book and stone hammer are quite heavy, requiring a DC 13 Strength (Athletics) check to move into position unaided.

As the statues receive the correct items, the stone hands close over them.

If a statue is offered the incorrect item, it and all the other statues drop the items they are holding.

~~If the crown is already paired with the sixth statue when the dagger is offered to the third statue, the dagger disappears momentarily then reappears in the chest of the spotless statue, unleashing a torrent of blood and causing any statue holding an item to drop it to the floor. A wraith then emerges from the statue and immediately attacks.~~

★ Regardless of the order, when the last item is placed, all the statues ~~except for the sixth kneel, raising their items as if in service to the spotless statue holding the crown~~. The statue holding the crown slowly raises its other arm, pointing toward the door, which then opens. ★

THE DOORS WITHOUT TRAPS

The party must make their way through a series of doors that certainly seem trapped, but in actuality are just meant to slow them down. Except for the final door—that one's a mimic.

GM NOTE: APPEARANCES ARE DECEIVING

Less a puzzle and more of a prank, this series of three doors is meant to vex your party as they determine how best to deal with the information they're given and benefits from the tension caused by their potential to be trapped. The first two doors are elaborately adorned with buttons or glyphs—neither of which do anything. The final door is a mimic, hoping to catch a few party members who have let their guard down.

DOOR 1

At the end of a straight, narrow hallway, you see a large double door covered in an indecipherable sequence of gears, cogs and various mechanisms. It gleams with an oily sheen and occasionally discharges a small hiss of steam.

A DC 10 Intelligence (Investigation) check reveals three red buttons hidden on this door's surface. Each button pressed causes the gears to whir and clank with increasingly alarming volume. When all three buttons

The 500's, Science

Articles

Lower Level

Connects to:

Stairway to upper level (straight behind)

600's (straight ahead)

You cannot see any doors in this room, though there are books stacked haphazardly on the shelves. You also see, ~~like something out of a children's book you read once~~, a wooden table with bottles sitting on it. There's a scroll sitting in front of the bottles.

The scroll reads: Before you are served, you must tell. Some will do you dirty and some will serve you well.

One and Three and Five and Seven.

The last in the row will serve you best.

The even bottles might be safe.

Potions in square bottles will always be a perfect fit.

The center might just be the best.

The solutions are below:

Bottle 1	Bottle 2	Bottle 3	Bottle 4	Bottle 5	Bottle 6	Bottle 7
Poison	Wine	Poison	Forward	Poison	Wine	Back

Any bottle labeled poison causes the player to take 2d4+3 poison damage.

Any bottle labeled wine has no effect.

The bottle labeled forward will cause the doors to open.

The bottle labeled back will send them back to the 000's.

Sub P
"the crown is the dagger"
but square
Dressed

The 600's, Technology

Lower Level

Connects to:

500's (straight behind)

700's (straight ahead)

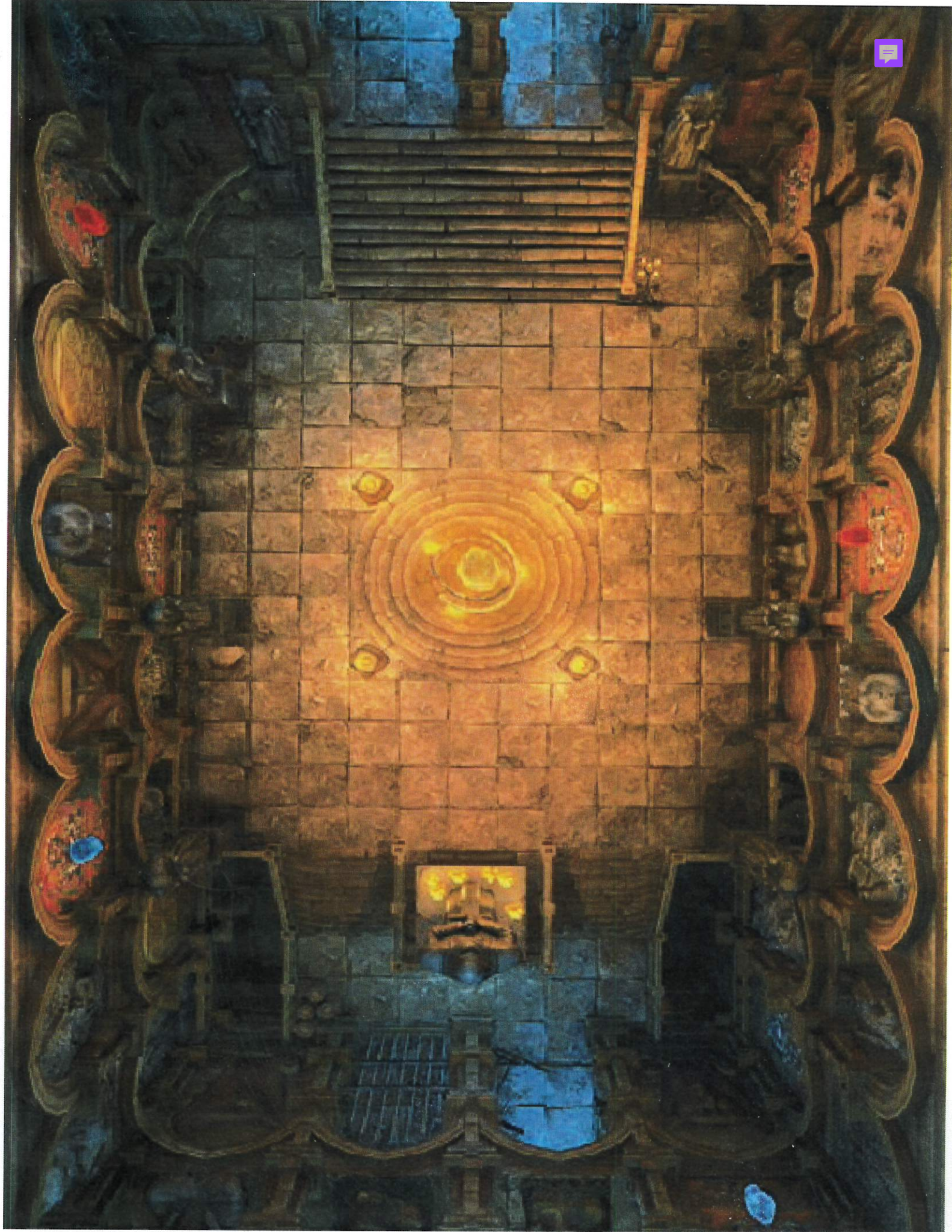
There is the sweetest tang of Fantasy Mountain Dew over the stink of engine grease as you walk into the Technology section, which is how you know this is where engineers hang out.

You see a group of owls working on a large machine, frantically scribbling notes and making adjustments. With a scream, one of them says "The fire is spreading! We need to fix this extinguisher now!"

There is a fire spreading through this room, catching on books and licking along wooden shelves. You can help the owls, or you can push on ahead. What do you do?

The books don't burn even when everything else does; this is the magic of Preservation Magic





If they stay and help, they learn that two masked bandits shot a flaming arrow into the room on their way to the 700's. The owls also offer the party five gold pieces each as a reward for helping with the fire.

The 700's, Art & Recreation

Lower Level

Connects to:

- 600's (straight behind)
- 800's (right)
- (Hidden) treasure room (straight ahead)
- Stairs to upper level (right and back)

Entering Arts & Recreation, there is violin music surrounding you coming from seemingly nowhere. This room has very few books but has a variety of overstuffed armchairs and beautiful paintings on the walls, each in its own golden frame.

You can see the door to the next room, but why not stay and view some of the art?

Paintings:

- An image of a lion draped across the shoulders of a human woman in white while a man in a tweed suit takes notes in the background, entitled "My Apologies to Clives Staples."
- Twin images of a dwarven with an enigmatic smile and taking a bite of an apple, then showing the worm inside; the plaque beneath says it's "Untitled Worm Art by DaVinci but This Time He's a Worm."
- An image of a small boat on a large ocean, the vague outline of a sea monster can be seen beneath. The title seems to be "Honey, I'm Home!"
- An image of a young woman peering into a passage behind a portrait of a young woman peering into a passage behind a portrait of a young woman—you get it. This one is called "Investigation Check."
- Finally, there is an image of Aur and Zeed, the library guardians, on their wedding day. In Aur's arms is a small owlet with an odd ridge of feathers on her face. It is simply entitled "Family Portrait."

If an adventurer succeeds on a DC13 investigation check, they can find a small seam in the "Investigation Check" painting and can swing open the portrait to reveal a secret room.

The Treasure Room

Lower Level

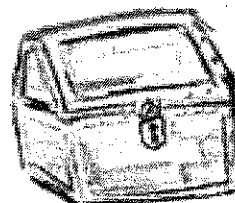
Connects to:

- 700's (straight behind)

The painting swings open to reveal a narrow passage that quickly widens out into a round room. Before you sit three treasure chests, one yellow, one red, and one blue.

Yellow:

- 1 potion of giant strength
- 3 healing potions
- 50 feet of hempen rope
- 2000 gold pieces







MIMIC

Medium monstrosity (shapeshifter), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapeshifter. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

MIMIC

Mimics are shapeshifting predators able to take on the form of inanimate objects to lure creatures to their doom. In dungeons, these cunning creatures most often take the form of doors and chests, having learned that such forms attract a steady stream of prey.

Imitative Predators. Mimics can alter their outward texture to resemble wood, stone, and other basic materials, and they have evolved to assume the appearance of objects that other creatures are likely to come into contact with. A mimic in its altered form is nearly unrecognizable until potential prey blunders into its reach, whereupon the monster sprouts pseudopods and attacks.

When it changes shape, a mimic excretes an adhesive that helps it seize prey and weapons that touch it. The adhesive is absorbed when the mimic assumes its amorphous form and on parts the mimic uses to move itself.

Cunning Hunters. Mimics live and hunt alone, though they occasionally share their feeding grounds with other creatures. Although most mimics have only predatory intelligence, a rare few evolve greater cunning and the ability to carry on simple conversations in Common or Undercommon. Such mimics might allow safe passage through their domains or provide useful information in exchange for food.

"SOMETIMES A CHEST IS JUST A CHEST, BUT
DON'T BET ON IT."
—X THE MYSTIC'S 3RD RULE OF
DUNGEON SURVIVAL

- A statue worth 1000 gold
- A ring worth 600 gold

Red:

- 1 scroll of speak to animals
- 2 healing potions
- 3000 gold pieces
- 1 diamond

Blue:

- The blue chest is a mimic. If your party chooses this one, have them roll Initiative.

The stat block for Mimics can be found on page 220 of the *Monster Manual* or on *D&D Beyond* at <https://www.dndbeyond.com/monsters/16957-mimic>.

Should the party attempt to take more than one chest, a pressure plate moves, and the walls begin to close in on them. Everyone must succeed on a DC15 to take half damage as the tunnel closes in on them, or 10d6 bludgeoning damage.

A DC12 Investigation check will reveal a kill switch, but all chests will drop into a hidden trap door if activated, although the walls will stop closing in.

A DC sleight of hand will allow you to cause a mechanical failure so they can escape with one chest, but the other two will drop through the trap door.

When the party leaves this room, skip ahead to the section called "Big Bad."

Articles
This room can also be used to drop them back in the first room, where Preservation is waiting to kick them out of the library (see 900's)

The 800's, Literature

Lower Level

Connects to:

- 700's (straight behind)
- 900's (right)

As you enter the literature department, you spot busts of unfamiliar authors and poets and playwrights, which make you wish you had paid more attention in Common class. So distracted are you by trying to identify these writers, you don't realize the floor has turned from stone to wood and that you are on a raised wooden platform.



The players are on a stage, a variety of owl pages are sitting in the audience, and an owl in a bowtie introduces them: "Next, in our slam poetry competition... uh... these adventurers!"

At least one party must roll a DC13 or perform an impromptu slam poem for the doors to become accessible.

The 900's, History & Geography

Lower Level

Connects to:

- 800's (straight behind)
- Stairway to upper level (left)

This room has the largest variety of shelves and types of materials, maps and star charts and scrolls, but it smells thickly of dust. There is only one tired looking owl page working. He looks






up and your group, "Ah, adventurers," he gestures to a table where three tablets sit, "your puzzle is there."

These puzzles are based on cyphers. You can use the zines below or put the clues into a format that works best for you and your group.

"mind the barrier," he adds. "I keep trying to get a work order in, but you know how publicly funded dragons behave."

He gestures to the center of the room, where a young pit sits gape wide, with nothing but a hastily-constructed wooden barrier surrounding it. I asked, he'll tell you that the pit leads to the basement levels, but the party isn't high enough to survive the fall, nor around the archives.

	<p>A History of Codes vol. 1</p>	<p> $A = B$ $B = C$ $C = D$ $D = E$ $E = F$ $F = G$ </p>	<p> $G = H$ $H = I$ $I = J$ $J = K$ $K = L$ $L = M$ </p>	<p> $M = N$ $N = O$ $O = P$ $P = Q$ $Q = R$ $R = S$ $S = T$ $T = U$ $U = V$ $V = W$ $W = X$ $X = Y$ $Y = Z$ </p>	<p> $Z = A$ $A = B$ $B = C$ $C = D$ $D = E$ $E = F$ $F = G$ $G = H$ $H = I$ $I = J$ $J = K$ $K = L$ $L = M$ $M = N$ $N = O$ $O = P$ $P = Q$ $Q = R$ $R = S$ $S = T$ $T = U$ $U = V$ $V = W$ $W = X$ $X = Y$ $Y = Z$ </p>
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U → 21	Z → 26	Read	Book
T → 20	Y → 25		
S → 19	X → 24		
R → 18	W → 23		
Q → 17	V → 22	Example 1	Example 2
P → 16		98-5-5-4	2-95-95-11

I → 9	A → 1	MAPS + flood plans volume 2
S → 10	B → 2	
H → 11	C → 3	
L → 12	D → 4	
M → 13	E → 5	
N → 14	F → 6	
O → 15	G → 7	
	H → 8	

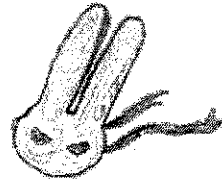
<p>12.5.9.5.1 4.9.6.4.4 8.2.7.8.4</p>	<p>12.9.21 26.16.21 9.2.9.21</p>	<p>U.3 A History Library The great</p>	
<p>21.9.6.1 17.16.19 21.19.2 10.21.20 ?</p>	<p>In the history of the library</p>	<p>often they used 2 cyphers together...</p>	<p>fin.</p>

See back of
"Pineal Boss
Battle" For
Black/Archive notes

It translates to "Have you checked the portraits?," which should prompt them back to the 700's.

BIG BAD BOSS BATTLE

Once the adventurers find the treasure and exit back to the gallery, they are immediately faced with a hulking figure in black and red wearing a Rabbit mask. Next to him is a similarly dressed small figure in a Cat mask. The larger figure has a huge, blood-stained greataxe, but the small figure alarms you as she runs at you with her short sword, moving at a speed you would have never thought possible.



Everyone will have to roll for Initiative.

Rabbit and Cat will fight to the death, rather than accept defeat. After the first round, Aur and Zeed should insert themselves at the end of the turn to assist the players.

Name: Rabbit					
Race: Half Orc Class: Barbarian Rabbit is a career criminal who picked up Cat as a sidekick the last time he attempted to break into the library.					
AC 16		Hit points: 124		Speed 40ft	
STR +5 (20)	DEX +2 (14)	CON +4 (18)	INT 0 (10)	WIS -1 (8)	CHA +1 (12)
Skills Athletics +11, Perception +7 Damage Resistances All, except Psychic Senses Passive Perception 17					
Reckless. The Barbarian has advantage on all melee weapon attack rolls, and attack rolls against him have advantage. Feral Instinct. The Barbarian has advantage on initiative checks and can act on his turn even if he is surprised. Relentless Rage. When the Barbarian drops to 0 HP, it can make a DC-10 CON save. On a success, he drops to 1 HP instead. Each time he uses this feature, the DC increases by 5. Bear Attunement. Hostile creatures within 5 feet of the Barbarian have a disadvantage on attack rolls against targets other than in.					
Actions Multiattack. The Barbarian makes two attacks with his greataxe. If he reduces a creature to 0 HP with one of these attacks, it may make a third greataxe attack. Greataxe, +2. Melee Weapon Attack: +6 to hit, one target. Hit 28 (1d12+21) slashing damage. On a critical hit, he does 21 additional slashing damage.					

Name: Cat, formerly Squawk		
Race: Aarakocra Class: Rogue Cat is new to the life of crime. Angry with her dads about being shut up in a library, Cat jumped at the first chance she could to explore the world. She wasn't really expecting Rabbit to drag her back to the great library to try and rob it.		
AC 15 10	Hit points: 48 30 26	Speed 30ft
Skills Stealth +10, Perception +7 Senses Passive Perception 17 Languages Common		
Actions Sneak Attack. The rogue makes a weapon attack. If the attack has advantage or targets a creature within 5 feet of her allies, it deals an additional 10 (3d6) damage. This can be used to make opportunity attacks. <i>Knives</i> Shortbow. Melee Weapon Attack: +7 to hit, one target. Hit: 7(1d6+4) piercing. Shortsword. Melee Weapon Attack: +7 to hit on one target. Hit: 7(1d6+4) piecing.		
Bonus Actions Cunning Action. The rogue dashes, disengages, or hides.		
Reactions Uncanny Dodge. When a creature the rogue can see hits her with an attack, she can halve the attack's damage. Skirmisher. When a hostile creature ends their movement within 5ft of her, she can move up to half her speed without provoking an opportunity attack.		

If the robbers seem to be losing, Cat will try to outright stab Aur or Zeed, yelling one last barb about how mad she is at her fathers. At this point, Zeed will stop fighting, but Aur will not.

Once they are defeated, Zeed will remove Cat's mask. There, the ridge of odd feathers above one eye is visible, making it clear she is the child from the portrait.

Zeed or Aur will explain that Cat, though they knew her as Squawk, was their daughter and a promising young archivist. But she always dreamed of a bigger life, so she jumped at any chance to leave the library, especially with the promise of fame and fortune. And when she left, she left a silence that no noise could break.

Perhaps knowing her fate will give her family the right space to grieve, and perhaps her story will be that of the library itself, an entity built on tradition, that thrives on change.

As a reward, each adventurer will get 100 GP for saving the library.

As they turn to leave, they watch the sand kick up, burying the library once again, leaving its secrets and its mysteries for the next generation of adventurers to find.

Other endings:

- players get trapped in the library
- players leave library, but get followed/ have to fight since they were bad
- they make it to treasure, then meet Preservation who magically transports them back to the desert

The Basement Levels

If the players choose to jump, they'll go down a long tunnel that widens the further it goes down. They can't see the walls, or floor, even with dark vision. If they haven't protected themselves, they take fall damage (DM discretion)

They are now in a pure white hallway, with rows and rows of identical doors. The doors may or may not be unlocked. Every door the party tries, roll a d10 to see what room they get. A 10 means a Basement Level room, but you can also sprinkle those in. The rooms are glitchy, and the party might get attacked by book creatures until the door is closed.

If they enter a room, the door closes behind them & they can't prop it open. If the Library is closed go through doors to adjacent rooms might be out of order; otherwise, they stay in sequence.

Depends on how the Party has been behaving, Preservation, the dragon who has the Library as her hoard, might fight them, or use magic (special breath) to teleport them out of the Library.

ACCURSED LIBRARY

The halls and foyers of a wizard's library are not always full of helpful arcana and useful advice. A careless adventurer would do well to be wary of the ancient tomes that line the walls, lest they fall to a most unforgiving fate. Here are two skills checks based around trapped books that a party might find amidst the research of a mad warlock or in the chambers of a villainous noblewoman.

POISONED BOOK

Mechanical trap, skill challenge

This trap is a large, dusty tome titled *Contact Poisons and Their Remedies*. It is lightly covered in a poisonous dust and rests in a bookshelf or on a table, its title obscured by the dust until it is brushed off. Touching the book activates the trap, releasing a contact poison.

A creature subjected to this poison must succeed on a DC 17 Constitution saving throw or become poisoned for 17 minutes. Shortly after contact, the poisoned creature takes (1) 1d2 poison damage. The poison has now set within the creature and become harder to shirk; each minute thereafter, it must succeed on a DC 25 Constitution saving throw or take poison damage in the following order: (2) 1d4, (3) 1d6, (4) 1d8, (5) 1d10, (6) 1d12, (8) 2d8, (10) 2d10, (12) 2d12, (10) 2d10, (8) 2d8, (6) 1d12, (5) 1d10, (4) 1d8, (3) 1d6, (2) 1d4, and finally (1) 1d2. This results in 101 (22-180) poison damage.

A successful DC 15 Wisdom (Medicine) check reveals that the dust is poisonous. An Intelligence (Investigation) check can find the proper remedy for the poison within the book, though anyone who does so risks contracting the poison themselves unless they take proper precautions. Each check takes 1 minute and a total score of 50 must be achieved, potentially through multiple checks.

Once this is accomplished, a success DC 15 Wisdom (Medicine) check can use some of the dust along with several leaves pressed within the book's pages to cure the afflicted of the poison. Doing so takes 2 minutes.



CURSED BOOK

Magic trap, skill challenge

This trap is a large, dusty tome titled *Cursed Books and Their Cures*. It is covered in cryptic runes and rests in a bookshelf or on a table, its title obscured by the runes until it is picked up. Removing the book from its shelf or resting place activates the trap, hurling a curse at the intruder.

A cursed creature must succeed on a DC 16 Wisdom saving throw or be driven mad for 2d8 minutes. The creature must use its action each round to attack the nearest creature.

A successful DC 15 Intelligence (Arcana) check reveals the book's cursed nature. An Intelligence (Investigation) check can find the proper therapy for the curse within the book, though anyone who does so risks being driven mad themselves. Each check takes 1 full round and a total score of 50 must be achieved, potentially through multiple checks.

Once this is accomplished, several ingredients from the nearby area must be harvested to create a cure. There are four items that must each be found with a successful DC 12 Wisdom (Perception) check.

Once the items have been collected, a success DC 15 Intelligence (Arcana) check can use these items on a creature that is charmed, incapacitated, or restrained, to remove the curse. Doing so takes 2 rounds.

BOOK OF THE FEY

Magic trap, skill challenge

This trap is a large, rough tome titled *Feywild Fauna, a Flood of Facts*. It is bound in birch bark and rests closed on a table, its title burnt into the bark, revealing a velvety emerald colour. Opening the book activates the trap, opening a jade portal to the Feywild.

At first, a single leaf floats gently out of the portal, and writing begins to appear around it on the book's blank pages. Soon after, a steady stream of fey creatures begins to pour from the pages, appearing in the nearest unoccupied space. These creatures are hostile and will attack anyone who has disturbed them or the book. First comes a single pixie, followed by two sprites. Next, a pair of satyrs jumps out of the portal. A dryad arrives with several fairies (either pixies or sprites) not long after. An owlbear is next to emerge. Finally, a green hag and her sister, a sea hag, appear together. These events occur in order, 2d6 rounds between each.

The book will not close, and does not burn. A successful DC 25 Strength check is required to force the covers together.

CREDITS

- Art by Lilit Beglarian
- Creation tool: The Homebrewery
- Homebrew by /u/Phylea

BOOKKEEPER

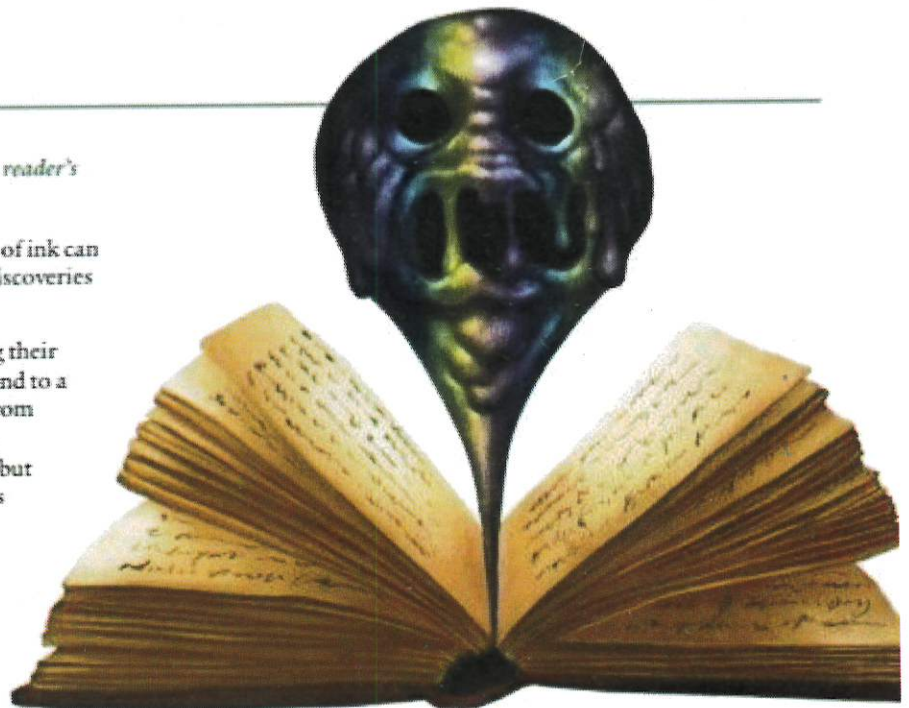
As the tome is opened, a blob of ink splashes toward the reader's eyes, followed by mischievous giggles.

For those wary of prying eyes, a tiny construct made of ink can keep private journals, records of magical runes, or discoveries safe.

TINY GUARDS. Created by wizards fearful of having their research stolen, bookkeepers are ink constructs bound to a designated book. They provide protection not just from unwanted intrusion but also from physical damage. The bookkeeper can move on its own when needed, but it spends most of its time hiding within the book it is assigned to guard.

ALARM. As long as the creator is on the same plane as the book, it is mentally alerted if the book is opened by anyone other than it. The book also shrieks if handled by anyone other than the creator. The creator does not set off any wards or alarms when opening its own book.

CONSTRUCT NATURE. A bookkeeper doesn't require air, food, drink, or sleep.



BOOKKEEPER

Tiny construct, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 20 ft., fly 30 ft. (while within the book)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	6 (-2)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities either cold or fire (designated at the time of the bookkeeper's creation), poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1/8 (25 XP)

Between the Lines. As a bonus action while within 30 feet of its book, the bookkeeper can hop inside its book. While inside its book, the bookkeeper has a flying speed of 30 feet and is indistinguishable from ink on a page.

Book Bound. A bookkeeper makes all attacks, saving throws, and skill checks with advantage when its creator is within 60 feet of its book. The bookkeeper's hp maximum is reduced by 1 for every minute it is further than 60 feet from its book.

When its hp maximum reaches 0, it dies. If its creator dies, the bookkeeper can be convinced to pass ownership of the book to a new creature if the creature succeeds on a DC 13 Charisma check. The new owner becomes the bookkeeper's new "creator" and inherits the bookkeeper along with the book.

Disintegrate. When the bookkeeper dies, the book it is bound to is also destroyed.

ACTIONS

Ink Splash. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 3 (1d6) poison damage and the target must succeed on a DC 13 Dexterity saving throw or be blinded until the end of its next turn.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 poison damage.

Elusive Pages. While inside its book, the bookkeeper magically turns its book invisible until it attacks, or until its concentration ends (as if concentrating on a spell). The bookkeeper is also invisible while inside the invisible book.

VARIANT: FIENDISH BOOKKEEPER

Through an altered version of the bookkeeper's creation ritual, a creature can draw on the fiendish planes for its source of power. This altered ritual creates a more fiendish type of bookkeeper. Such bookkeepers are evil, are only loyal to their original creators, and have the following trait.

X Marks the Spot. When the blood of a target is dropped into the bookkeeper's book, the bookkeeper presents the viewer with a map showing the target's general location. This map is accurate to within a 1-mile radius of the target. The creator of the bookkeeper must have had contact with the target for this ability to work.

SIGILIAN

Students of magic scoff at the idea of sigilians. Living spells fleeing their tomes? Ridiculous. More likely a hazing ritual to frighten new students.

BORN OF INK AND PAGE. More experienced mages know sigilians are no prank. Whether intentionally created or born from improperly transcribed spells, they exist. They commonly appear as swirling clouds of glowing runes.

HUNGER FOR KNOWLEDGE. Sigilians live unseen in libraries, arcing between books, eating words, and leaving behind scrambled passages. They're most dangerous when they enter spellbooks, where they can eat inscribed spells.

STICKS AND STONES. Undisturbed sigilians are docile, but the destructive nature of their hunger makes it impossible for librarians and wizards to live and let live. Left alone, they can become powerful, self-aware, intelligent sigilians that store most of the words that form them in heavy tomes similar to a lich's phylactery.

CONSTRUCT NATURE. A sigilian doesn't require air, food, drink, or sleep.

SIGILIAN

Medium construct, unaligned

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	5 (-3)	10 (+0)	20 (+5)

Skills Perception +2, Stealth +6

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 2 (450 XP)

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

Cognivore. At the start of each of its turns if the sigilian is inside a book that is not a spellbook, it removes the words from 3 (1d6) pages and regains 7 (2d6) hp.

Home Sweet Tome. The sigilian can move half its speed to enter a book. If the book is being worn or carried by a creature, that creature must succeed on a DC 14 Dexterity saving throw or the sigilian enters the book. A creature can take its action to find the sigilian in a book by succeeding on a DC 12 Intelligence (Investigation) check. If successful, a creature can use a bonus



action to tear out the pages where the sigilian is hiding, forcing the sigilian out of the book and into an unoccupied space within 5 feet. Alternatively, a creature can destroy the book with a successful melee attack, dealing half of the damage to the sigilian and forcing it out of the book into an unoccupied space within 5 feet.

ACTIONS

Multiattack. The sigilian makes three attacks: one with its cut and two with its paste.

Cut. Ranged Weapon Attack: +6 to hit, range 60 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage and the sigilian copies one of the target's weapon attacks for 1 minute.

Paste. Melee or Ranged Spell Attack: +7 to hit, reach 5 ft. or range 60 ft., one target. **Hit:** Damage die and type are determined by the copied weapon attack from Cut. Glowing runes in the image of that weapon appear as the sigilian attacks.

Devour Spell. While inside a spellbook, the sigilian eats one spell of the highest level present then exits the spellbook. It chooses to either make its next Paste attack with a number of damage dice equal to the eaten spell's level or regain 3 hp per spell level. The sigilian can only eat one spell at a time and must use the devoured spell's energy before attempting to enter another spellbook. The eaten spell's entry is garbled, but the owner can repair it for half the gold and time usually spent to copy a spell. If the owner has the spell prepared, it can re-record the spell during a long rest for no additional cost.

INKLING

A small, sentient pool of magical ink, shimmering in the light, flows along the bookshelf.

An inkling forms when dormant magic sparks to life in a long-unused spellbook. It can take on any form it wishes, although it rarely exceeds a height and width of six inches. It usually chooses the form of a puddle and flows in and around books. It can seep through even the tiniest cracks in its surroundings, making its search for hidden knowledge an easier task.

WIZARDS' BANE. Inklings possess a wizard's natural thirst for knowledge. Arcane casters must be careful, for inklings are disastrous to find in a wizard's library, craving knowledge and stealing the ink and the knowledge of spells for themselves. Inklings are primarily solitary entities. However, if enough spellbooks or scrolls are stored in one location, a horde of inklings can sometimes form.

CLEVER PETS. Some inklings have been caught by the wizards they tried to plague. Those not destroyed are kept by such wizards and can be trained to search out a rival's books and bring back knowledge. While not forced by any binding or magical curse, the inklings still follow those they consider their masters, as they crave the acquisition of the arcane their masters provide. As long as the "master" keeps the inkling well-supplied with scrolls and other magical writings, it remains a loyal companion.

INNATE CASTERS. Inklings are naturally in tune with the arcane elements of the world and know the inner workings of spells. Not only can they cast some of the basic spells of wizards, they can also sometimes alter the nature of a spell already cast. This is quite helpful if they are ever discovered in a wizard's abode and need to make an escape.

CONSTRUCT NATURE. The inkling doesn't require air, food, drink, or sleep.

INKLING

Tiny construct, unaligned

Armor Class 12

Hit Points 10 (4d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Skills Arcana +4, Stealth +4

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11



Languages understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

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

A Thirst for Knowledge. If an inkling spends 24 hours with a spellbook or a spell scroll, it can learn the magic of one 2nd-level or lower spell, erasing and absorbing all the ink and magic used to inscribe the spell. The inkling can then cast the spell once per day.

Magic Resistance. The inkling has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The inkling's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring only somatic components:

At will: *fire bolt*, *mending*, *minor illusion*, *prestidigitation*
1/day each: *color spray*, *detect magic*, *magic missile*

ACTIONS

Lash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

REACTIONS

Redirect Spell. If a spell attack hits the inkling, it can force the attacker to make a DC 12 Intelligence saving throw. If the attacker fails the saving throw, the spell is redirected to hit another creature of the inkling's choice within 30 feet.



PRESERVATION

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Deep Torpor. The dragon casts the *slow* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16 for an adult dragon or DC 19 for an ancient dragon). The spell ends early if the dragon uses this lair action again or if the dragon dies.

Mossy Sludge. The dragon conjures sludge-like moss that briefly covers surfaces in the lair. The ceiling, floor, and walls of the lair become difficult terrain until initiative count 20 on the next round.

Toxic Spores. The dragon fills a 20-foot cube it can see within 120 feet of itself with toxic spores. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and be poisoned until the end of its next turn.

REGIONAL EFFECTS

The region surrounding a legendary deep dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Preservation of Knowledge. Books, letters, and any other physical forms of writing within 6 miles of the dragon's lair become magically charged and can't be damaged by nonmagical means.

Restless Sleep. When a creature finishes a long rest within 6 miles of the lair, the creature must first succeed on a DC 10 Constitution saving throw or be unable to reduce its level of exhaustion. Creatures immune to the poisoned condition are immune to this effect.

Verdant Growth. Vegetation and fungi within 6 miles of the dragon's lair grow faster and cover a greater area than they normally would. Foraging in this area yields twice the usual amount of food.

If the dragon dies, these effects fade over the course of 1d10 days.

ANCIENT DEEP DRAGON

Gargantuan Dragon, Typically Neutral Evil

Armor Class 20 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	19 (+4)	18 (+4)	21 (+5)

Saving Throws Dex +9, Con +11, Wis +10, Cha +11

Skills Perception +10, Persuasion +17, Stealth +15

Damage Resistances poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., darkvision 300 ft.,
passive Perception 20

Languages Common, Draconic, Undercommon

Challenge 18 (20,000 XP)

Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 11 (2d10) poison damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

Nightmare Breath (Recharge 5–6). The dragon exhales a cloud of spores in a 90-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw. On a failed save, the creature takes 49 (9d10) psychic damage, and it is frightened of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Commanding Spores. The dragon releases spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 19 Wisdom saving throw or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, or the target can't take a reaction, it takes 11 (2d10) psychic damage.

Tail. The dragon makes one Tail attack.

Spore Salvo (Costs 2 Actions). The dragon releases poisonous spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 19 Constitution saving throw or take 28 (8d6) poison damage and become poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.