

- THE LIBRARY OF THE LOST -



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This adventure assumes use of the 5th edition of Dungeons and Dragons, but can work in many settings & systems with some tweaks.

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- A NOTE ON MAPS -

The maps included are intended to be printable on standard 8.5x11 Letter sized paper. They are not all designed at the same scale, but there will be a grid on each for reference.

Connections between rooms may be assumed to be nondescript halls most of the time, and given the nature of the Library, these hallways can connect in different ways at

different times. You can therefore use these maps in any orientation, which is why few have compass roses. You may even find occasion to shift them around during a session, changing what rooms are connected and how. The Library has an almost Escher-like surreal potential.

Each map will include suggested encounters as well as a few bits of

useful information. They are presented in printer friendly and simple colored versions, and may be used in digital gaming platforms.

Permission is hereby granted to print unmodified copies for nonprofit and personal use.



- TINKERS' FOLLY - BOOK ONE -

- A NOTE TO DUNGEON MASTERS -

Thank you for joining us for the Orem Library Dungeons and Dragons event for 2020! This "Library of the Lost: Tinkers' Folly" is provided as an adventure setting for D&D 5th Edition, complete with a story adventure to run and a variety of tools to play with.

This is intended as a flexible setting that can be used as a core for anything from story-based adventures to smash-and-grab romps. It is meant to support campaigns, deeply invested in the city or the Library, one-shot adventures, and everything in between.

The Library is a storytelling tool, a place that can be explored by itself, but it also can be a door to other adventures, like the Magic Treehouse, the wardrobe path to Narnia, Atrus's personal library, or even the Doctor's T.A.R.D.I.S. Any place and time can be wired into the Library of the Lost, it's entirely up to what you need. It is part Wan Shi Tong's Library, part Harry Potter's Room of Requirement, stuffed with options and the ability to change to suit your group.

If you would like a quick treasure hunt, grab a few room maps and some monsters, sort out some loot, toss your party in the door and see what happens. If you'd rather run a combat-free mystery, there are plenty of ghosts who have stories, puzzles to solve, or even National Treasure or Indiana Jones sorts of world building quests, with ancient lore and traps abound.



Players might find that they get stranded in the Library, and wind up permanent residents. Death doesn't need to be the end for them, though; it wasn't for many of the older visitors, for good and for ill.

For example, if your group wants to dig into a Valhalla-like afterlife, there are plenty of things to fight in the Library, though it might be hard to cash in on your exploration if leaving the Library means your magical immortality fails, leaving you to suffer your past wounds and pain of age in an instant.

If a bit of Lovecraftian horror is desired, the deep mysteries of the Library can be as dark, insane and weird as you need. The nature of the Library can host elder entities and/or oddball metaphysics, some driving the question of what the Library is, how it works and why.

This text and supplemental material is meant to be a toolbox, not a novel. You can certainly run players through the Tinkers' Folly adventure, playing the quest to save Rumblethump, which has

some prescribed elements, with rewards that can serve as a springboard for later adventures. It can be solved without combat, if desired and played well. You can also easily spice it up with combat using foes as noted in the text and maps. If you'd rather take inspiration from the materials presented, then just wing it and see what happens, that's often just as fun, and sometimes it's even better. Players often manage to create plenty of chaos on their own, especially with loot to hunt.

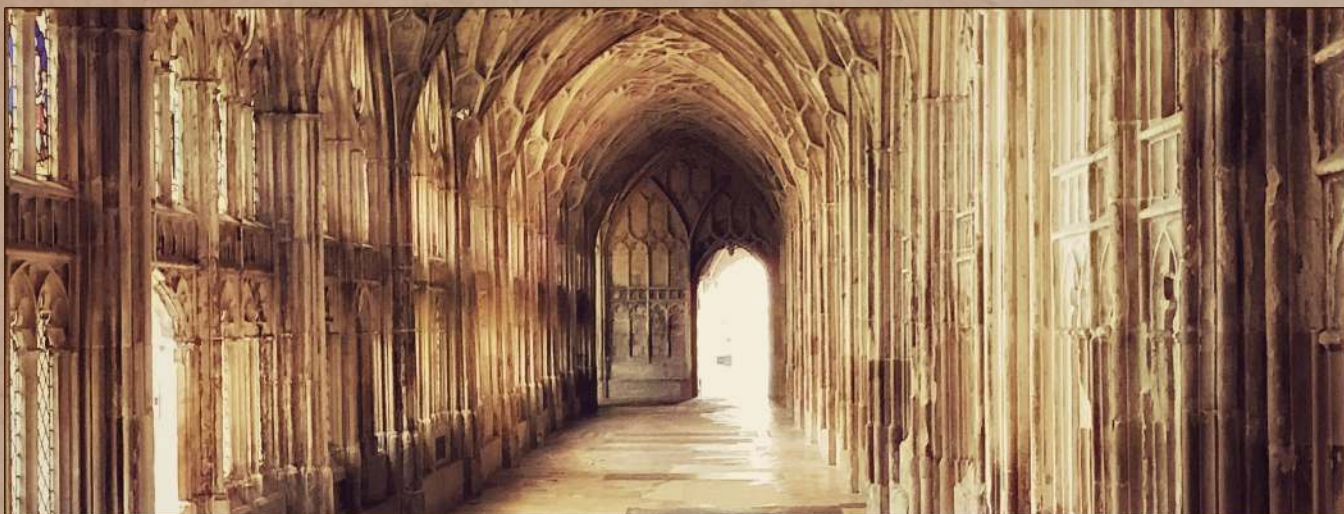
We hope that what we offer here is useful to you in your efforts to introduce players to the entertaining world of tabletop RPGs. The Dungeon Master role is often full of improvisation, and we are here to provide you with a set of tools to tinker with.

Thank you for your help, and good luck with your group!

If you have questions on or problems with this PDF, Taylor Eshelman can be reached at tae6h@hotmail.com, while administrative questions should go to Holly Grierson at the Orem Public Library.



- THE LIBRARY OF THE LOST -



The **Library of the Lost** is a huge, labyrinthine library carved into the forbidding Dorodena mountains. Its various rooms seem to have been carved by Dwarves and accented by Elves, but also bear more ancient works from many races. The layout of the Library changes each time it opens, and there are always new things to see, riches to plunder, and artifacts to research.

The nearby city of **Delveton** has grown over the decades from a small student outpost into a hub of research and new technology for the Careth Empire. It is not self sustaining, situated in the rocky hills as it is, with scarce local food and water, but it is very well defended

and maintains good relations with its neighbors to facilitate trade and maintain peace. The city is built around research, though there are some facilities and industries that focus on practical applications. The city government is built around the Council of Guilds.

Powerful guilds offer bounties to adventurers that visit looking for fame and fortune in the Library. Several guilds have their own expert teams who explore the Library when possible, but there is always demand for adventurers who are, after all, expendable, and can venture deeper and for longer than the guilds are willing to risk, since the Library opens and closes unpredictably.

The **Artificers' Guild** is asking for help, since **Torkin Rumblethump** is missing. Young, slightly addled Apprentice to the Chief Artificer, **Bindi Sprockle**, Torkin was sent on a mission two months ago into the Library. Sprockle hoped to keep his mission secret, but she is concerned for her friend and is being pressured by the guild to find him or his research. She is offering a bounty for any evidence of his whereabouts, promising a sizable bonus for bringing him back alive.

Sprockle has asked for your party specifically, as newcomers to the city. Agendas abound in Delveton, but a rescue mission would get you started on the right foot.



- TINKERS' FOLLY - BOOK ONE -


The Artificers' Guild is invested in your mission to save Rumblethump. It is hoped that he will come back alive to report on his research, so the Guild has a keen interest in keeping your party in good shape, and offers a minor artifact to each member of your team.


(DM, please let the players choose from the included list.)


The Guild has also offered a map and some notes that they hope will be useful. They are reluctant to offer more, and their internal team of explorers is missing, a fact they wish to remain confidential. They are


hopeful, but clearly grasping at their only chance for success.

For your adventure, please select one of the preconstructed characters below for each Player (full character sheets are in the other PDF), or talk with your Dungeon Master to sort out something comparable.

	Human Fighter	Abilities	Saves	Other	Greatsword	<p><i>Second Wind.</i> You can use a bonus action to regain (1D10 + your Fighter level) HP, but must finish a rest before reuse.</p> <p><i>Rustic Hospitality.</i> Your background as a folk hero is apparent to those you meet, and you fit among common folk with ease. Unless you are a proven danger to them, they will assist you with shelter and safety, though they will not risk their lives for you.</p>
		STR 14	+4	HP	+4 Atk, 2d6+2 S	
		DEX 16	+3	12	Longbow	
		CON 15	+4	AC	+7 Atk, 1d8+3 P	
		INT 11	+0	14	(Archery): You have a +2 bonus to your ranged attack rolls.	
		WIS 13	+1	Init	(Included above)	
CHA 9	-1	+3				

	High Elf Wizard	Abilities	Saves	Other	Shortsword	<p><i>Darkvision.</i> You see in dim light as well as in bright light, and in darkness as if it were dim light.</p> <p><i>Fey Ancestry.</i> You have advantage on saves vs. being charmed, and magic cannot put you to sleep.</p> <p><i>Arcane Recovery.</i> Once per day, during a short rest, you may recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).</p> <p><i>Shelter of the Faithful.</i> Your religious service to Oghma is clear to other believers, who will assist you as long as they are safe.</p>
		STR 10	+0	HP	+4 Atk, 1d6+2 P	
		DEX 15	+2	8	Cantrip Spells:	
		CON 14	+2	AC	Mage Hand,	
		INT 16	+5	12	Prestidigitation,	
		WIS 12	+3	Init	Ray of Frost,	
CHA 8	-1	+2	Shocking Grasp			
			Trance: Elves need no sleep, rest by meditating for 4 hrs			

	Human Fighter	Abilities	Saves	Other	Greataxe	<p><i>Second Wind.</i> You can use a bonus action to regain (1D10 + your Fighter level) HP, but must finish a rest before reuse.</p> <p><i>Fighting Style.</i> (Defensive) While you are wearing armor, you gain a +1 bonus to AC.</p> <p><i>Position of Privilege.</i> You are of noble birth, and people see your bearing and react accordingly. Common folk fear and respect you, high society people see you as a peer. You can secure an audience with a local noble if you need to.</p>
		STR 16	+5	HP	+12 Atk, 1d12+3 S	
		DEX 9	-1	12	Javelin	
		CON 15	+4	AC	+5 Atk, 1d6+3 P	
		INT 11	+0	17	Javelin may be thrown 30 ft or up to 120 ft with disadvantage	
		WIS 13	+1	Init		
CHA 14	+2	-1				

	Halfling Rogue	Abilities	Saves	Other	Shortsword	<p><i>Lucky.</i> When you roll a natural 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.</p> <p><i>Brave.</i> You have advantage on saving throws against being frightened.</p> <p><i>Halfling Nimbleness.</i> You can move through the space of any creature that is of a size larger than yours.</p> <p><i>Naturally Stealthy.</i> You can attempt to hide when you are obscured by a creature that is at least one size larger than you.</p>
		STR 8	-1	HP	+5 Atk, 1d6+3 P	
		DEX 16	+5	9	Shortbow	
		CON 12	+1	AC	+5 Atk, 1d6+3 P	
		INT 13	+3	14	Sneak Attack	
		WIS 10	+0	Init	+1d6 damage	
CHA 16	+3	+3	If you have advantage			

	Dwarf Cleric	Abilities	Saves	Other	Warhammer	<p><i>Disciple of Life.</i> Your healing spells heal extra (2+spell level) HP.</p> <p><i>Darkvision.</i> You see in dim light as well as in bright light, and in darkness as if it were dim light.</p> <p><i>Dwarven Resilience.</i> You are resistant to poison damage and have advantage on your save vs. poison.</p> <p><i>Dwarven Toughness.</i> Your HP max gets +1 and you gain +1 bonus HP when you gain a level.</p> <p><i>Mercenary Sergeant.</i> Your time as a mercenary officer causes soldiers to reflexively defer to your judgment, and grants favors.</p>
		STR 14	+2	HP	+4 Atk, 1d8+2 B	
		DEX 8	-1	11	Handaxe	
		CON 15	+2	AC	+4 Atk, 1d6+2 S	
		INT 10	+0	18	Cantrip Spells:	
		WIS 16	+5	Init	Thaumaturgy,	
CHA 12	+3	-1	Sacred Flame, Light			



- THE LIBRARY OF THE LOST -

- SETTING -

The Library of the Lost is a flexible setting that can be used for adventure storylines, smash-and-grab dungeon crawls, or anything in between. The layout of the Library changes each time it opens, though the main entry hall and some other points are fixed or move around in predictable ways. This allows you to use maps and their changes over time to set up whatever your group needs for each play session. In this text you will find a story adventure created as an introduction for new players, several optional rooms and their maps, and a bestiary with monsters and NPCs to use.

The Library has been studied and modified by many races over the centuries, but its genesis has been lost or obscured. The Library's main entry hall is a consistent location, which is why it is sometimes used as a base camp for long term expeditions. The Library is generally well-lit by skylights, windows, magic lanterns, torches and candles.

Most rooms are underground, but there are terraces and porches open to the outside, though usually far from towns. There are also a few gardens and even greenhouses. It is possible to survive in the Library if you get trapped, but it's not easy.

The nearby city of Delveton is a city of approximately 50,000 people of various races. It's a mix of races and professions, ruled by Guilds built for the Library or the city itself. The local government is mostly powerless, as the Guilds wield the real power in the area. The Empire is only as relevant as you need it to be, though it's assumed to be distant.

In the city, powerful guilds fight for political and practical power and offer various bounties to adventurers. Guilds sometimes have similar interests, offering competitive bounties for the same artifact or goal, while other times adventurers will find that different guilds have very different agendas, and an artifact or venture may be a boon to one and a great danger to another. Navigating the various options allows for great profits for canny adventurers who are able to deliver their bounties and balance their reputation.



Guilds have to be ready to mount expeditions at a moment's notice, since the Library's entrance is only open at what appear to be random times. It will stay open for at least 3 days, according to records of the last hundred years, sometimes longer, though the duration is sadly unpredictable. Smaller entrances appear on occasion as well, at different locations in the hills around the main entrance, but these smaller entrances will only stay open for a day or so and may or may not be open at the same time as the main

entrance. Sometimes the main and smaller entrances are connected, sometimes they are not. Several guilds have their own expert teams who explore the Library when possible, but there is always demand for adventurers who are, after all, expendable, and can venture deeper and for longer than the guilds are willing to risk.

Adventurers have to be well prepared, fast and efficient. There is no guarantee of access beyond the three day window. Some parties have been trapped inside when the Library closes, and most of these are never heard from again. A few have been able to set up camp inside the Library, living off of their rations and resources inside, staying alive until the Library reopens.

Smart parties execute quick raids, grabbing key artifacts for bounties and as much loot as possible. Various monsters and NPCs have taken up residence in the Library, a few of which are friendly, some of which are mere nuisances, while yet others are major threats.

There are rumors of individuals who have tried to make a life for themselves in the Library, either to offer services to adventurers or simply to live a life of exploration. Most Delveton citizens believe these rumors to be cautionary tales, since the stories never end well. It is also true that most Delveton citizens are proud that their Library is a scary place, and will play up the stories.

Delveton is a dynamic town with a variety of people and agendas competing for attention. Strangers are welcome, though it's best to be wary. It is not a lawless city, but it is filled with all sorts of characters.



- TINKERS' FOLLY - BOOK ONE -

- THEORIES & RUMORS -

The Library is a very old place, with much of it still shrouded in mystery. It is mostly empty of humanoids, mostly abandoned by its builders. Adventurers can explore those mysteries while they work for the Guilds of Delveton, or on their own. Some rumors are bound to be more dangerous, more true, and more profitable than others.

There are rumors of kitchens, pantries and even gardens in the



Library. Players may find evidence or hear rumors of people who have tried to live in the Library using these spaces. There is certainly a niche for merchants to do business inside the Library, but the variability of the layout and wandering monsters make any sort of long term plan very difficult.

Tales of ghosts are common in Libraries, and the Library of the Lost is home to many intriguing legends. The Library has more than its share of odd noises, smells and sights, but it is very hard to define

and predict most of them. Previous adventurers are sometimes said to be wandering the halls as spirits or other, less friendly forms of the undead. Other, more ancient and powerful beings are also rumored to control wings of the Library, sometimes with their retinue, sometimes alone.

Most rooms in the Library are stuffed with books, scrolls, tools, orreries, chemistry sets and other such objects used by scientists, mechanics and scholars. There are shelves almost everywhere, and plenty of dust, to the point where clean rooms are suspicious.

Some grizzled old, unreliable adventurers tell tales of rooms filled with treasure. The more plausible of these stories are backed by unusual coins or small sculptures that are unlike anything made locally or by known artisans. These very odd artifacts are, of course, highly valuable, and as such, quests for these hidden treasure rooms are still popular, even among veterans, though many will not admit it.

One of the most curious aspects of the Library is its fractured nature. It appears that some rooms and even wings of the Library exist at different times in history, even the future, or run slower or faster than normal time. Some also link to entrances that are not located in the Dorodena hills, most of which are unfamiliar.

Since the Library is unpredictable, these temporal and spatial quirks are not concerns that the Empire treats as a credible tactical liability or asset, but they are of interest to several guilds. The leading theory is that the Library "travels" around the world and through time, which is why it isn't always open near Delveton.

Many researchers are especially interested in artifacts and knowledge from future or distant locations. Some whisper that such artifacts are the secret of Delveton's military and technological power.

Many magical and mechanical wonders have been retrieved from the Library. Many guilds have developed these further. New ideas and tech will always fetch a premium in the city. There are many schools of design and thought in the Library and in the city, not all of which are easy to study.



There are many questions about the deeper nature of the Library that drive the more esoteric researchers in Delveton. Some believe that it is the home of a particularly long-lived Librarian who guides the ever-shifting halls from a command center or nexus that would naturally be the source of amazing knowledge and treasure. Others believe the Library itself is alive, though that idea also opens up various other possibilities about what sort of life form it might be, what abilities and agendas it might have, and how to communicate with it or control it.



- THE LIBRARY OF THE LOST -

- DELVETON GUILDS -

Delveton is built around the Library, but the real power of the city is the variety of guilds that run everything. These are a handful of the guilds in the town, and there is room to craft new guilds and let them evolve over time. If players use Delveton as a base, they should develop reputations among the guilds, for good or ill.



Librarians' Guild - The city of Delveton runs a local library, the prize of the continent as well as the heart of the city. It is neutral ground among the various factions and guilds in town, by law and custom, and is the starting point for most adventures. Most guilds post their bounties in the local library, and merchants run shops nearby to handle tourists, adventurers and locals. It is an excellent place for research, even if the finest, most valuable books are in the hands of various guilds in their own archives.



Artificers' Guild - Dwarves from the Great North have sent some of their finest Artificers who work with

local metalsmiths and foundries. The Dwarves have been able to tease more useful information out of the Library than anyone else. Trade pacts with their home cities have been lucrative for everyone. The Artificers' Guild is always interested in artifacts from the Library, including engineering diagrams, machines in any condition and anything that may advance the state of technology.



Artisans' Guild - Practical applications for tech and intelligence gleaned from the Library are more important to the City Council and most guilds, but the tourist-heavy nature of Delveton's economy means selling trinkets. Some artisans have built careers around copying artifacts, while others only sell originals. This is often the last stop for adventurers looking to empty their packs, as the more powerful guilds tend to pay top coin for useful items.



Mages' Guild - The Library hosts stores of deep, unknown magic, as well as simpler, more common artifacts, enchantments and baubles. The Mages' Guild is interested in

any items that bear magical traces, even things that have been damaged by magic, and thus tend not to offer many proactive bounties, instead requesting first claim on magical items from any source. They are very conversant in known magic, and often serve as tutors to adventuring parties. It is rare that anything truly new comes to their attention, but they are always curious. They spend most of their time working on practical magic, though some maverick researchers do explore strange ideas.



Historians' Guild - The Library's odd nature as a location unhinged from time and space makes a historian's job equally fascinating and frustrating. The Historians' Guild is full of a variety of races, from long-lived Elves and Dwarves who have keen interest in their ancestors' work in the Library, to shorter-lived people like the Faefolk who study everyone and everything. Books are most precious to the historians, though any sort of artifacts with clear historical value are prized as well. The historians often serve as a first point of contact for adventuring parties returning from the Library, as they have several astute assessors who help sell artifacts, for a small fee. They may make significant offers on items, which may compete with bounties. The Historians also house a smaller guild, the **Cartographers' Guild**, who are popular with adventurers.



- TINKERS' FOLLY - BOOK ONE -

- GUILDS (CONT.) -



Thieves' Guild - Some prefer to call themselves "Treasure Hunters", but the Thieves' Guild is part information broker, part black market, part spy network and entirely untrustworthy. They are cordial with the other guilds, and will sometimes post bounties for seemingly innocuous items, but usually keep to their own and stay clear of the law. Assassination is not one of their tools, as it is sometimes among thieves, since Delveton is very strict about such things. The Delveton Thieves' Guild is primarily concerned with providing or circumventing security and stability of information and artifacts. They operate a legitimate locksmithing business, though it is well known that the guild itself is far more than a mere trade shop.



Mercenaries' Guild - Mostly an armory, since most intelligence and planning happens in the local Delveton Library, the Mercenaries' Guild nevertheless is often the best place for both merchants seeking to sell gear to adventurers and anyone

seeking such gear. Some smaller merchants may have unique wares, but the greatest selection of gear is at the Mercenaries' Guild. It is also a meeting place for more boisterous adventurers who would rather avoid the city library. The best options for lodging are also brokered here.



Merchants' Guild - There are agreements among merchants in Delveton, mostly driven by the city Headmaster, which serve to keep the city running. The Merchants' Guild demands a slice of the profits from any wandering or local merchants, but is otherwise mostly content to busy itself with the logistics of making commerce profitable and keep the city bustling. They are not particularly interested in the Library itself, and tend to focus on city-based concerns. They will, of course, offer bounties to deal with any disruptions to their services, and many adventuring parties wind up working with them as transport muscle or local security in between Library missions.



Metallurgists' Guild - A smaller guild, often tied closely to the Miners' Guild, always interested in

new metals and uses for new and old metals. Many Dwarven and Elven metalworks have been retrieved from the Library, which have been useful, but the rarer "future tech" and works from distant lands have been especially valuable in advancing the state of the art. Offers bounties for metal objects and texts about metalworking, especially tools.



Woodworkers' Guild - While metalworking is often more valuable to adventurers, fine woodwork is one of Delveton's prime physical exports. Designs and techniques derived from the Library are highly valuable both when used for smaller consumer goods as well as pricey bespoke pieces. Wooden artifacts are highly sought after by the guild.



Various other craftsmen and professionals have also formed guilds. Not all of them will be relevant to every quest, and they can come and go as your group requires. The city also runs a police force and infrastructure guilds and has a standing defense force. Please feel free to mutate this system, as it can be a stage for stories in itself or simply a backdrop to adventure.



- THE LIBRARY OF THE LOST -

- TINKERS' FOLLY - THE ARTIFIKER'S APPRENTICE

Torkin Rumblethump (Dwarf) is missing. Young, slightly addled Apprentice to the Chief Artificer, Bindi Sprockle (Gnome), Torkin was sent on a mission two months ago into the Library of the Lost. Sprockle hoped to keep his mission secret, but she is concerned for her friend and is being pressured by the other Artificers to find him or his research. She has offered a bounty for knowledge of his whereabouts and his research, promising a bonus for bringing him back alive.



Artificers' Guild expeditions found a couple of leads the last time the Library was open, and it is hoped that Rumblethump is still alive. Sprockle will offer a map of the Main Hallway and artifacts to the players' party. These artifacts are simple utility-based magic items that will be useful for adventuring in the Library, one per PC.

DM, please let the Players choose one of the following artifacts if you would like, as an example of what is

possible. It is not required for the quest, just a bit of flavor and utility to experiment with.

Everburn Candle - Simple candle with an enchanted flame that never goes out, but does not offer heat, merely low light.

Backtracker - Monocle that, when looked through, shows the user's footprints for the last 300 yards.

Homefinder - Spherical compass that points in the exact direction of a preselected location, no matter how far away. May be reset at will.

Echo Stone - Small carved stone that will replay 15 seconds of sound at recording volume when activated. Has record and playback functions, only holds one message at a time.

Darklight - Small tube that gives the holder "Darkvision" in a tight cone extending 50' from the end of the cylinder. Emits no light.

Lightrope - Mostly normal 50' rope, enchanted to glow slightly.

Glass Eye - Crystal marble with an enchantment that allows the user to see (as the user would normally) as if from the viewpoint of the ball. User can mentally rotate the view. Requires focus to use, may not be in combat.

Scrywire - 2" diameter loop of wire with enchantment that allows user to look through it and see a written language as if it were their own. Must set the language at the Artificers' Guild hall, one at a time. Limited to languages the Artificers know well. (Elvish, Dwarvish, Gnomish, Common to start with.) Unknown languages might show limited translation.

Hovercube - 2" metal cube that will hover in place for 5 min when activated. Can support 2 lb weight.

The remainder of this text is meant to be only DM Knowledge.



It is assumed that the PC party is new to the city of Delveton, and/or that they notice the unusually large bounty that Sprockle is offering. How this is pitched to launch the adventure depends on the DM style, of course, and other guilds will have other bounties to chase if Sprockle's quest isn't going to work for any reason. Those will be listed after the Sprockle quest maps, along with some random room maps.

Rumblethump was sent to investigate rumors of a new power source for a secret project that the Artificers' Guild has been working on for the last five years. The Guild has sunk a great deal of time, effort and resources into the project, a new style of magical mechanical golem that could revolutionize the city. It is almost bankrupt, though that is not known outside of the highest level of the Guild. Rumblethump's research should help them complete the project, or so it is hoped.

The extra bounty for bringing Rumblethump back alive comes from Sprockle's personal estate, and it is a big part of her liquid assets. Sprockle will make efforts to keep the project itself secret, but is very clear that she is concerned about her friend and would prefer him to come back alive and well. To her, his research is secondary, even though it is the Guild's priority.



- TINKERS' FOLLY - BOOK ONE -

- TINKERS' FOLLY - THE ARTIFIKER'S APPRENTICE (CONT.)

Other guilds have some interest in Rumblethump's mission, of course. PCs may decide to explore a little and ask around the city before launching the mission, which can lead to new data or other bounties.

The Thieves' Guild has a way with information, and is aware that Rumblethump is on a mission of great importance to the Artificers' Guild, though they don't know much more than that. They would, however, be very interested in any information that they could learn about his mission. The bigger the secret, the more they would be willing to pay. Per Thieves' Guild policy, they disavow any such purchases and take no responsibility for the security of that information. They won't divulge where information came from after they purchase it, of course, but it would soon be fairly obvious that PCs have let out the Artificers' secret, which should have repercussions.

The Metallurgists' Guild has a good working relationship with the Artificers' Guild, and has noticed Sprockle's bounty. She posted it without consulting with the Head Metallurgist, Nupo Apori (Human), which is unusual, but not offensive. Apori is quite curious, and has offered a parallel bounty as an addition to Sprockle's bounty, reasoning that anything the Artificers are so interested in would be profitable for his guild as well. (A parallel bounty of this fashion is awarded to anyone who fulfills the original bounty; it is merely a bonus from a third, interested party. They

are used to signal guild allegiances and gain leverage and or profit.) He is also a personal friend of Rumblethump, and will talk about him if prompted, sharing the that Rumblethump has worked with him in the past on experimental machinery. Apori will note that Rumblethump is bit of a savant, being somewhat absent-minded, but brilliant and a fantastic tinkerer.

The Historians' Guild is not just interested in the past, they also chronicle the happenings in Delveton. They have noticed and made note of the atypically large bounty Sprockle posted. As it happens, before his expedition, Rumblethump dug into their archives, investigating the rumors about the energy source and maps of the area of the Library that it might be in. Sprockle offered a map of the Main Hallway, but the Historians' Junior Cartographer, Coglin the Lesser (Elf), will offer another map (The Machine Vault) that Sprockle was unaware of. Coglin may note that Rumblethump seemed focused on the Library's ancient Elvish runes, but she couldn't offer him much information about what her ancestors might have meant. A PC able to read Elvish runes will see that the Machine Vault's doorway connections vary over time, and that it had to do with magical power as well as the room's machinery.

- Retrieving Rumblethump -

PCs should take the map (or maps) and enter the Library of the Lost. If they do not want to do Sprockle's quest, they can simply run a smash-and-grab raid, using a handful of random encounters in the hallways and/or rooms.

Upon entry to the Main Hallway, note something like the following:



The main hallway of the Library of the Lost is easily 80 feet tall and 160 feet wide, a large room whose back wall is 400 feet away from the entrance. Hallways of assorted sizes branch off of this main hall at various intervals. There is evidence of previous parties, from simple garbage to deceased adventurers. Sharp eyed adventurers will notice a small broken camp in the far left corner, currently free of life.

If the PCs do a skill-based search of the camp, the following results are possible:

Simple success - *The detritus in the camp has been well picked over, but there are a couple of lanterns that still work and might be useful.*

Good success - *All of the above, and it looks like one warrior was cradling something as she died. Investigating reveals a small round crystal the size of a child's fist. It glows with a very faint blue light and is slightly warm to the touch. It has no apparent purpose but was clearly made by Elves and bears Elvish runes for "power".*

Excellent success - *All of the above, and a five minute search will find a small book that has Elvish runes along the spine. It will give +5 to any skill checks to translate Elvish runes or simply enable translation, DM's call.*

If a random combat encounter is desired, the following are most likely to be found in the main hallway:

Book Worms, Hall Monitors, Bandits, Zombie Adventurers, Spy Globes, Ascetics



- THE LIBRARY OF THE LOST -

- TINKERS' FOLLY - THE ARTIFIKER'S APPRENTICE (CONT.)

The adventuring party should follow the map since access to the Library of the Lost is on a timer; they can get stuck in the Library if they dawdle, even though some treasures may be found only by committing to a long term campaign. If they do choose to explore other rooms, one of the following encounters may be useful (brief descriptions and suggested enemies included with the maps below):

Chemist's Lab

Mage's Library

Druid's Greenhouse

Haunted Janitor's Closet

Small Treasure Room

Further, if necessary, roaming monsters do live in the Library of the Lost, and can be used to spice up the adventure as needed. The following creatures may be encountered in most rooms, noting that some may be better to use on a party that is on their way back to the city, suggesting that their actions have awakened things that weren't active in the beginning.

Book Worms, Hall Monitors, Spyglobes, Shelf Rats

(Awakened) - Bouncer, Ancient Phantom, Ascetic, Cultist

If the PCs follow the map, they should reach the first room that Rumblethump investigated. It turns out he set up camp there, in a dusty, abandoned Tinker's Den.

It's a medium-large sized room, lit



by crystal skylights and a thick window overseeing a small garden. The den is full of half-built machines and tools on several workbenches and shelves. There is one other door and a large recessed storage area. Rumblethump left a half-built gadget on one of the workbenches.

If the players move this machine (a decoy), his Tumblebots will activate and roll out from under the table to attack. They are released from a case 20 at a time, and they scatter, trying to trip anyone in the room. There are 100 in the case, and new waves will be released each time the decoy machine is moved again. If they trip someone, the nearest wave will roll over and poke repeatedly at the fallen foe with small dull spikes. This will be annoying, but only damaging if in the face. They can be mostly ignored by shuffling instead of walking to prevent tripping.

A character with sharp intuition or knowledge of machinery would see that the 'bots are unfinished.

If any Tumblebots are destroyed, there will be a heavy "clunk" heard behind the wall, as the door on the side wall has just become barred from the other side.

A 15 foot tall orrery takes up most of the back of the room, near an ornate telescope. These machines look well cared for, but are missing some parts. There are no obvious signs that anyone has been in the room recently, but it is clear that

Rumblethump was here and worked for several days at least.

The other door nearby is closed, and may be barred (not locked, mechanically barred from the other side).

Search skill tests should reveal:

Simple success - *The room is dusty but clearly where Rumblethump spent time, and it seems that he left the room through the second door.*

Good success - *All of the above, and Rumblethump dragged heavy pieces of the orrery into the other room, and tools are missing.*

Excellent success - *All of the above, and there are small Elvish runes carved, apparently by Rumblethump, on the frame of the second door. They say "Use The Magnets To Lift The Bar", suggesting a solution to the mechanical bar for the door, if that is an obstacle. Heavy magnets for this purpose can be found in the room, .*

When the PCs manage to get through the second door, one way or another, and whether or not it wound up barred, they will enter a large, very dark Machinery Vault with a high ceiling and many ornate Elvish runes in various locations.



There are unlit but previously used candles around the room in nooks and crannies on the wall, as well as on the floor. Pipes and gears cover the walls, some with controls, but they are in disrepair. Most are rusty, none are moving.



- TINKERS' FOLLY - BOOK ONE -

- TINKERS' FOLLY - THE ARTIFIKER'S APPRENTICE (CONT.)

Papers and mechanical bits are strewn about the room, including some of the orrery and telescope pieces. It should be apparent that this is where Rumblethump spent most of his time after leaving the Tinker's Den. The room is quiet, but there is a slight breeze coming from the ceiling. The far side of the room is almost completely dark, but if explored, has a pile of dusty machinery, some obviously broken. This is where the orrery parts wound up. There is no strong smell other than that found in an old factory; grease, rust and dust.

There is no obvious corpse or sign of Rumblethump being injured or troubled, other than the barred door. (It was barred to keep others out so Rumblethump could work on the Gyro Golem in peace; he heard things moving around in the hallways and was getting worried. This will be noted in his journal that is secured under the table in the Study, listed below.)

Skill-based Searches of the rubble pile and Machine Vault will reveal:

Simple success - *The pile of machinery in the dark corner is clearly something Rumblethump was working on, but it is unclear if it is finished or even what it might be. He clearly used some parts from this Machine Vault as well as the Tinker's Den.*

Good success - *All of above, and some pieces of the machinery in the rubble pile have Elvish runes carved into their surface. These runes are similar to the ones engraved on the machinery on the walls, albeit rougher.*

Excellent success - *All of the above, and the Elvish runes engraved on the machinery match ones on specific machines on the Machine Vault walls; machines built to channel energy. These runes are Elvish magic spells heavy with math. They match ones also found in the Study, which may or may not have been explored yet. It should be apparent that this is the data that Rumblethump was sent for, even if the precise details aren't clear to any but the Artificers.*

If combat encounters are desired in the Machine Vault, there is the potential for a "boss fight" with the Gyroscopic Golem as detailed below, but the best bounty rewards come from avoiding that fight. The following enemies could be awakened in the recesses of the Vault by parties who need a fight:

Shelf Rat, Tumblebot (in groups), Rust Mite, Zombie Adventurer (Elf Technician/Mechanic/Mage)



A nearby open doorway looks like it leads to a well-lit medium sized room (a Study, if examined), also lit by crystal skylights, which is full of books and loose papers, but is otherwise unremarkable at a glance, though it there is a small restroom adjacent to it, a large study table in the center of the room, and benches that may be used for resting or sleeping if needed. The table has a handful of papers in disarray on one corner but is otherwise empty.

Skill-based Searches of this Study will reveal:

Simple success - *The table's notes look to be on paper that is different from the papers on the shelves. They are from Rumblethump's expedition. There is one prominent note that suggests that the Machinery Vault should be examined in complete darkness. (This will require closing the door to the Study and the Tinker Den, to cut off all light to the Machinery Vault.)*

Good success - *All of the above, and several books have been removed, presumably studied, and returned to the shelves, as evidenced by dust disruption. A quick examination of these books will reveal that they are about golem construction, and that Rumblethump has bookmarked some of the pages, mostly about how to use power sources.*

Excellent success - *All of the above, and Rumblethump's notes show he was working on a way to use his tinkering expertise and Elvish magic together, using runes in the Machinery Vault and the magical energy source he was looking for, to make a Gyroscopic Golem to protect him and help him get home. His notes also hint at a secret cache of further notes, but doesn't indicate where they might be.*

Follow up on Excellent success: *If the PCs look around further (perhaps wait for or prompt them to look on the underside of the table), they will find the extra cache of notes secured there.*

These extra, hidden notes describe the research that Rumblethump conducted, and how he used the Elvish runes and a power crystal he found, along with the orrery parts and other oddments to make the Gyroscopic Golem. He had hoped to find the information needed to use this ancient technology, but was forced to put them to immediate practical use to make the Golem and a stasis cylinder to keep him alive since he missed his escape schedule.



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- TINKERS' FOLLY - THE ARTIFIKER'S APPRENTICE (CONT.)

The notes will detail the Golem's strengths and weaknesses (very strong, very tough, weak to water, weak to fire, see unit sheet/panel), and that Rumblethump has included a basic Artificial Intelligence, a technomagical personality roughly equivalent to a loyal Dwarven child.



The Gyroscopic Golem does not have the ability to speak, but it can listen and will communicate with simple gestures. It is further noted that Rumblethump himself is probably still alive, since he has placed himself in a magical stasis cell that the Gyroscopic Golem is protecting. These notes also include the directions for awakening Rumblethump safely.

A return to the machinery room, this time in complete darkness, will show that there is a very faint blue glow in the far East end of the room. This glow is invisible as long as the door to the library is open and/or any candles are lit. This is from the energy source Rumblethump was looking for, a basketball sized round crystal that glows slightly on its own

power. It is mounted in an odd assembly of machinery that rumbles to life as the PCs approach within 5 feet (this only happens if the room is in complete dark; the party can examine the rubble without waking the Gyroscopic Golem if there is any other light in the room).

This is the Gyroscope Golem "boss creature" featured as the 3D printed model. It stands jerkily, standing in a neutral but wary pose. What happens next depends on what the PCs have learned and what they choose to do as it stands. It will not attack, but it is clearly waiting for a response.

If the Gyroscopic Golem is befriended (through Diplomacy skill checks, conversation, however the DM wants to play it), it reveals a cylinder hidden in the wall behind the golem that Rumblethump sealed himself in. He is in technomagical hibernation. It is not apparent how to revive him, though he did leave instructions in the Study (which may be used once he is discovered), secured in his secret cache of notes under the table.

His cylinder may be moved, but it is very heavy and will take either three people or some mechanical advantage. The Gyroscopic Golem is happy to help move it and can do so without being encumbered and suffering movement penalties. It may be moved with Rumblethump inside if he is not awakened by the party, though it should be moved carefully to keep him safe. It can be placed in any orientation safely, but if it falls over, it will break and kill Rumblethump. It is durable enough to withstand most errant attacks from low level enemies in the Library that may attack on the way back to the city, though a concentrated effort to break it would succeed.

If Rumblethump is awakened, after groggily adjusting to being out of the hibernation cylinder, he is grateful for the rescue and tries to gather his notes before trying to hurry the party out of the Library of the Lost. He is anxious to get back to the Artificers' Guild hall.

If this cylinder is returned to town in good shape, with Rumblethump safely inside or with Rumblethump accompanying the party, Sprockle will be very pleased and will offer a further bonus for the retrieved technology that accompanied her friend. This extra bonus will be the only thing she really has left to spare: a small satellite house on her estate, offered as a base of operations for further adventures. In this "good" ending, she will be making a fortune with the golem tech and stasis chamber, so she doesn't mind that she gave away almost all that she had to get there, and will like having the party under her watchful eye.

If the Gyro Golem accompanies the party in working condition, it does wind up causing a stir in the city, and the Artificers' Guild happily pays the full bounty and also offers a selection of low level magic gear as a bonus. Each PC may choose one piece from such simple gear as a +1 Broadsword, fire-resistant plate armor, whatever suits the DM.



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Alternatively, if the Gyroscopic Golem is fought in combat, the crystal sphere power source will be destroyed in the fight and rendered useless. If defeated, the Golem careens about and breaks the wall that is hiding the cylinder. As above, it can be retrieved and taken to town, though it will be difficult and will need 3 characters to move it at a slow walking pace. Sprockle and Rumblethump (revived back in town) will be grateful for the rescue, but disappointed that his mission was only a partial success. Rumblethump will remember some of his work, but would have liked to bring the golem home with him. If the party brings some pieces of the golem back, he will be annoyed and rant a bit, but will be grateful, though will offer no extra reward. The bounty will be paid, but the Artificers' Guild will not be excited to work with the party again.

Either with or without an encounter with the Gyro Golem, if the party returns to town with only a few pieces of Rumblethump's enhanced machinery and/or his notes from the Study or Tinker's Den, the Artificers will be disappointed, and will somewhat grumpily agree to pay the bounty, admitting that it was technically fulfilled. They will be more precise in their bounty contracts and stingy with rewards in the future, and will refuse to work with the party again.

Guilds should learn of what happened, for good or ill, so the party earns a reputation in the city that affects further adventures.



- MONSTER ENCYCLOPEDIA - (BESTIARY) -

The Library of the Lost has connections to a huge variety of locations, both within its shifting walls and through its exits that move throughout the world. As such, just about anything can show up in the Library. These are some of the simpler, more common creatures and opponents that players might

run across in quieter parts of the Library.

More challenging enemies may easily be introduced, especially as your players delve further into the Library, or wind up in places far from home if they miss their access windows and get stranded elsewhere, or elsewhere.

- BOOK WORM -

STR 3 (-4) INT 16 (+3) HP 3
DEX 6 (-2) WIS 10 (+0) AC 13
CON 10 (+0) CHA 3 (-4) Spd 10 ft.

Tiny Beast, Lawful Neutral

Psionics. May levitate itself & other objects, also able to manipulate light items, 5' range.

Actions

Push. Ranged "shove", 5' range, may push 5 lb object up to 1'

Headache. May overload a target, causing a non-debilitating but distracting headache.

Foot-long, muscular, thick worms, helpers of the Book Wurm, who research throughout the library and report back to her. Equipped with excellent vision, basic cognition, excellent memory and minor telekinetic abilities to allow their work, they try to avoid conflict by levitating themselves away. Their abilities allow minor telekinetic attacks, usually tossing books or tools, or using pencils to poke at enemies. Groups can cooperate to produce stronger effects, usually bodily throwing enemies away. Will try to escape at earliest opportunity.

- HALL MONITOR -

STR 8 (-1) INT 13 (+1) HP 6
DEX 10 (-0) WIS 10 (+0) AC 14
CON 12 (+1) CHA 6 (-2) Spd 20 ft.

Medium Beast, Lawful Neutral

Actions

Silence. 120' range, 5 min or until dispelled. Creates 10' radius sphere of silence.

Slow. 120' range, 5 min or until dispelled. Target's move & attack rate are halved.

Web. 120' range, 5 min or until dispelled. Target 5' cube filled loosely with a sticky web.

Engineered dogs who patrol the Library halls, maintaining quiet. If in range of entities who make too much noise, they will cast Silence, Slow and Web at the noise and stand 10' away, growling until the noise is reduced at which point they will dispel their spells and withdraw another 10', but will keep watch for 60 seconds before resuming patrol routes. Killing them will call the Bouncers.



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- SPY GLOBE -

STR 3 (-4) INT 12 (+1) HP 2
DEX 18 (+5) WIS 10 (+0) AC 15
CON 8 (-1) CHA 3 (-4) Spd 30 ft.

Tiny Beast, Lawful Neutral

Psionic Network. In constant contact with Hall Monitors, other Spy Globes and Bouncers within 500', and damage to other units or the Library will be noted. Hall Monitors will approach and nearby Bouncers will be ready to engage.

6" magical sensor spheres (modified bats) that hover in high, dark spaces in the Library, sensing heat and sounds. They are passive, observing and extending a psionic communication web between other Spy Globes and Hall Monitors to maintain security in the Library. They do not attack, though they will evade attack and retreat to known safe zones when threatened. If one takes damage, it will signal the Bouncers.

- BOUNCER -

STR 20 (+5) INT 8 (-1) HP 120
DEX 8 (-1) WIS 10 (+0) AC 17
CON 20 (+5) CHA 4 (-4) Spd 20 ft.

Large Elemental, Lawful Neutral

Actions

Grab. Precise control allows for a Bouncer to grab an opponent in each hand without damaging it, and keep it from moving. Lifts up to 2 tons per hand.

Toss. Throws an opponent up to 150'.

Tireless earth elementals designed with very high defenses and strength, built to forcibly remove threats to the Library by tossing foes bodily out of the nearest exit point. They only respond if called by Spyglobes or Hall Monitors, or if attacked. They do not seek to do harm other than tossing foes out of the Library, and only attempt to grapple and carry foes harmlessly over their heads.

- SHELF RAT -

STR 2 (-4) INT 12 (+1) HP 2
DEX 10 (+0) WIS 12 (+1) AC 10
CON 8 (-1) CHA 4 (-3) Spd 40 ft.

Tiny Beast, Chaotic Neutral

Intelligent. Able to read and understand humanoid languages, though they use this ability mostly to dodge humanoids.

Genetic Memory. Shelf rats know everything their ancestors lived through.

Actions

Bite. 5' range, melee lunge, 1 dmg

Smarter than average rats, Shelf Rats hide on shelves and rafters, avoiding the ground when possible. They nest in library shelves, and scavenge what they can from the Library's rooms. They tend to cluster near where adventurers rest and in other points of interest where food might be found.

- BANDIT -

STR 11 (+0) INT 10 (+0) HP 10
DEX 12 (+1) WIS 10 (+0) AC 11
CON 12 (+1) CHA 14 (+2) Spd 30 ft.

Medium Humanoid, Chaotic Evil

Rabble Rouser. Easily able to forge alliances to prey on Library visitors and denizens.

Actions

Saber. Melee +3 to hit, 5' range, 1D6 dmg S

Light Crossbow. Ranged +3 to hit, 80' range, 1D8 dmg P

Gangs comprised of various races maintain raiding parties that try to intercept adventurer parties as they explore the Library. These bandits are usually exiles, desperate and guildless, living outside of town, but can be dangerous in an ambush or in large numbers. They may occasionally be bargained with, but are usually too unstable.

- ZOMBIE ADVENTURER -

STR 13 (+1) INT 3 (-4) HP 11
DEX 6 (-2) WIS 6 (-2) AC 9
CON 16 (+3) CHA 4 (-4) Spd 20 ft.

Medium Humanoid, Neutral Evil

Darkvision. Able to see in the dark.

Stubborn. Cannot be distracted, will pursue target until either zombie or target is downed.

Actions

Club. Melee +3 to hit, 5' range, 1D6 dmg B

Previous expeditions were not always successful, and sometimes adventurers are not given the dignity of peaceful death. These zombies are better equipped than mere civilian zombies, with better (albeit decayed) weapons and armor, but are otherwise average zombies.

- ANCIENT PHANTOM -

STR 14 (+2) INT 20 (+5) HP *
DEX 12 (+1) WIS 20 (+5) AC *
CON 12 (+1) CHA 18 (+4) Spd 60 ft.

Medium Spectral Humanoid, Various Alignments

Invulnerable. Completely invincible.

Intangible. May choose to interact with tangible objects, but are reflexively intangible.

Some members of the ancient races who built the Library still wander the halls as phantoms. More interactive and less malevolent than stereotypical ghosts, these phantoms retain their personality from life, and usually still serve some function in the Library. They tend to avoid the younger races, but might be seen once in a long while. Whether or not they offer any help is up to circumstances, but they are completely invincible and cannot be controlled, only appeased, amused or allied with.



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- ASKETIK -

STR 10 (+0) INT 14 (+2) HP 6
DEX 12 (+1) WIS 12 (+1) AC 11
CON 10 (+0) CHA 12 (+1) Spd 30 ft.

Medium Humanoid, Lawful Neutral

Devoted. May not be charmed or frightened.

Actions

Dagger. Melee, 5' range, 1D4 dmg P

Chant. If 3 or more Ascetics are gathered, they may Chant, taking up all combat actions for one round, but giving them +2 to all Ability stats for the next 10 minutes.

Varied races have formed groups that seek to live in and study the Library. They are devoted to the idea of living a life of research and meditation, and will defend that goal, though they do not seek conflict. They tend to be scholars of one sort or another.

- CULTIST -

STR 14 (+2) INT 12 (+1) HP 9
DEX 14 (+2) WIS 11 (+0) AC 12
CON 12 (+1) CHA 11 (+0) Spd 30 ft.

Medium Humanoid, Chaotic Neutral

Devoted. May not be charmed or frightened.

Actions

Dagger. Melee, 5' range, 1D4 + 1 dmg P

Chant. A Cultist may Chant, taking up all combat actions for one round, but gaining +3 to all Ability stats for the next 10 minutes.

A splinter faction of Ascetics, the cultists worship the Library itself as if it were a being, and seek to become one with it. They roam the halls, searching for the Heart of the Library, hoping to be absorbed by the energies they believe to be powering the Library. They were scholars but have gained strength in madness. They are violently dedicated to their quest and will fight anyone they perceive to be in the way. What they lack in martial prowess, they compensate for with fierce willpower.

- RUST MITE -

STR 8 (-1) INT 3 (-4) HP 4
DEX 10 (+0) WIS 5 (-3) AC 12
CON 12 (+1) CHA 3 (-4) Spd 20 ft.

Small Beast, True Neutral

Rusty. Metal weapons that contact Rust Mites will be afflicted with rust, and will need to be cleaned or they will corrode in 3 days.

Actions

Bite. Melee, 5' range, 2 dmg S

Tetanus. Successful Bite attacks afflict target with Tetanus, a slow muscle-locking disease.

Large, aggressive arthropods who subsist on rust, these 1' long armored bugs are not venomous, but their diet of rust means they can cause tetanus. If you find one, there are likely several others nearby. They will aggressively attack anyone within range of their feeding areas, pursuing foes for up to 15' before retreating. Initial attacks might only consist of single individuals, but subsequent attacks will have at least 3 Rust Mites working together.

- TUMBLEBOT -

STR 4 (-3) INT 12 (+1) HP 3
DEX 12 (+1) WIS 12 (+1) AC 16
CON 18 (+4) CHA 2 (-4) Spd 30 ft.

Tiny Mechanical, Lawful Neutral

Organized. Coordinate in small packs of 5.

Actions

Trip. Melee 5' range, will move to get underfoot to cause target to trip. Very solid.

Poke. Will stab at a downed target with a metal spike as sharp as a spur. No damage, but very distracting.

Minor mechanical wonders, Tumblebots are Rumblethump's design. They are small mechanical 3" spherical creatures designed to roll around and trip up enemies then poke at them. They aren't a big threat, but falling can cause damage, and in large packs, they can be annoying. The Orrery Golem is heavy enough that stepping on them would only crush them, but humanoids stepping on Tumblebots will need to roll against their Acrobatics/Balance skill to prevent falling.

- GYROSCOPIC ORRERY GOLEM -

STR 3 (-4) INT 16 (+3) HP 3
DEX 6 (-2) WIS 10 (+0) AC 13
CON 10 (+0) CHA 3 (-4) Spd 20 ft.

Large Mechanical, Lawful Good

Intelligent. Magical intellect, roughly equivalent to a Dwarfven child, very loyal to Rumblethump. Will generally try to avoid fighting, but will fiercely defend Rumblethump if he is threatened, and will defend itself with wild swings.

Immunity. Mechanical construct, immune to disease, poison, psychic attacks and temperature.

Magical Sight. Darkvision and all-direction sight. Cannot be surprised, immune to sneak attack.

Weakness. Takes double damage from fire and water attacks, but fire will set its surface alight, adding 1D4 fire damage to its melee attacks.

Actions

Wild Swing. Melee, 10' range, 5D6 dmg B, can hit all targets in 360 deg arc with one action.

Wild Slam. Two-handed overhead slam, melee, +5 to hit, 10' range, 5D6 +4 dmg B, stuns target for 4 combat rounds if hit, knocks units off balance within 10' if attack hits the ground instead.

The Gyro Golem is fiercely devoted to and protective of Rumblethump. It is very tough and strong, but the crystal sphere is a weak point with 10HP, AC 18, and a -4 penalty to hit. If the crystal is destroyed, the Golem will flail about and break the wall where Rumblethump is hidden before collapsing. Players shouldn't want to destroy it, but it's possible. It will be impossible for an adventuring party to retrieve the whole Golem if it does not willingly exit the Library on its own power.



- THE LIBRARY OF THE LOST -

- IBRANI, THE BOOK WYRM -

STR 23 (+6) INT 24 (+7) HP 210
 DEX 16 (+3) WIS 18 (+4) AC 19
 CON 20 (+5) CHA 10 (+0) Spd 60 ft walk
 120 ft fly

Very Large Dragon, Neutral Good

Shapeshifter. A voracious researcher and insatiable experimenter, Ibrani has spent many of her long years in the Library, and has learned magic from many cultures. She has developed the ability to change her shape and size to anything she can imagine, even though she is still most comfortable in her native sinuous vulpine dragon form. She uses this ability most often to find new places in the Library, but she can use it for offensive or defensive purposes, managing to be almost unstoppable in whatever she chooses to do. She can fight, but tends to avoid it.

Stealth. Able to use shapeshifting to make very little noise and hide in any setting. Stealth +12

Magical Sight. Darkvision and Blindsight. Passive Perception 20

Linguist. Long years of study means Ibrani can read almost any language and can speak most of them fluently. Able to learn new languages very quickly, within a few minutes.

Hardy. Immune to disease, poison, psychic attacks and temperature

Legendary Resistance (3/day). If Ibrani fails a saving throw, she can choose to succeed instead.

Skills. History +10, Persuasion +10, Insight +10, Athletics +8, Diplomacy +8

Actions

Frightful Presence. Each creature of the dragon's choice that is within 120 ft of Ibrani and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, that creature is immune to Ibrani's Frightful Presence for the next 24 hours. Ibrani tries to avoid conflict, but will open combat with this.

Multiattack. Ibrani can use her Frightful Presence then immediately follow up with a Bite and two Claw attacks. She relies on this to dissuade attackers or try to end the fight quickly. If this flurry does not end the fight, she will use her abilities to escape to one of her safe study rooms.

Bite. Melee 10' range, +12 to hit, 2D10 +8 dmg P

Claw. Melee 10' range, +12 to hit, 2D8 +8 dmg S, target loses 2 HP from bleeding each round.

Ibrani has lived in the Library for hundreds of years. She is dedicated to learning all that she can, and spends most of her day in her den, reading. She sends Book Worms all over the Library to search out new sources of information. They memorize their paths and samples of what they find, then return to her. She reads their memory, wipes their minds clean, then sends them out again.



- NPC SEEDS -

Various NPCs may be found in the Library of the Lost; foes, friends or anything in between. Some are lost themselves, some are exactly where they want to be, and others are simply stuck. These are just ideas to build from, rather than full character panels. None of these are necessary for the Tinker's Folly adventure, but they are more tools to tinker with.

The Apothecary

A few years ago, (The Apothecary) discovered an amazing chemistry lab adjacent to one of the Library's rare greenhouses. Links between rooms can fluctuate in the Library, but she found a way to anchor the rooms together. This cost her the ability to leave the Library, though, so she has made a life for herself as a researcher and pharmacist. She barter services for favors rather than money.

The Help Desk

A few quirky Ancient Phantoms have taken up the task of guiding visitors to the Library. Their help is couched in riddles, though, and their information about locations isn't always up to date. They enjoy the opportunity to shush visitors.

The Historian

Once an ascetic, (The Historian) died peacefully while researching the history of the Library itself. He is still studying as a ghost, mostly oblivious to the fact that he is no longer alive. He only interacts with visitors who are willing to move books and turn pages for him.

The Curator

Odd, but genial, (The Curator) believes the Library is her personal art museum. She is very proud to show off the art, architecture and sculptures she has found but quickly

loses interest in other conversations. Even so, she may be the best source for locating rooms, since she has an uncanny ability to know where things are, even as they shift around.

The Jester

Stuck in the Library after failing to find the legendary Ultimate Joke, (The Jester) has become bitter and twisted. He is sensitive to laughter, and tries his best to make others unhappy. He is weak, so he doesn't dare draw too much ire, but knows well how to push people's buttons.

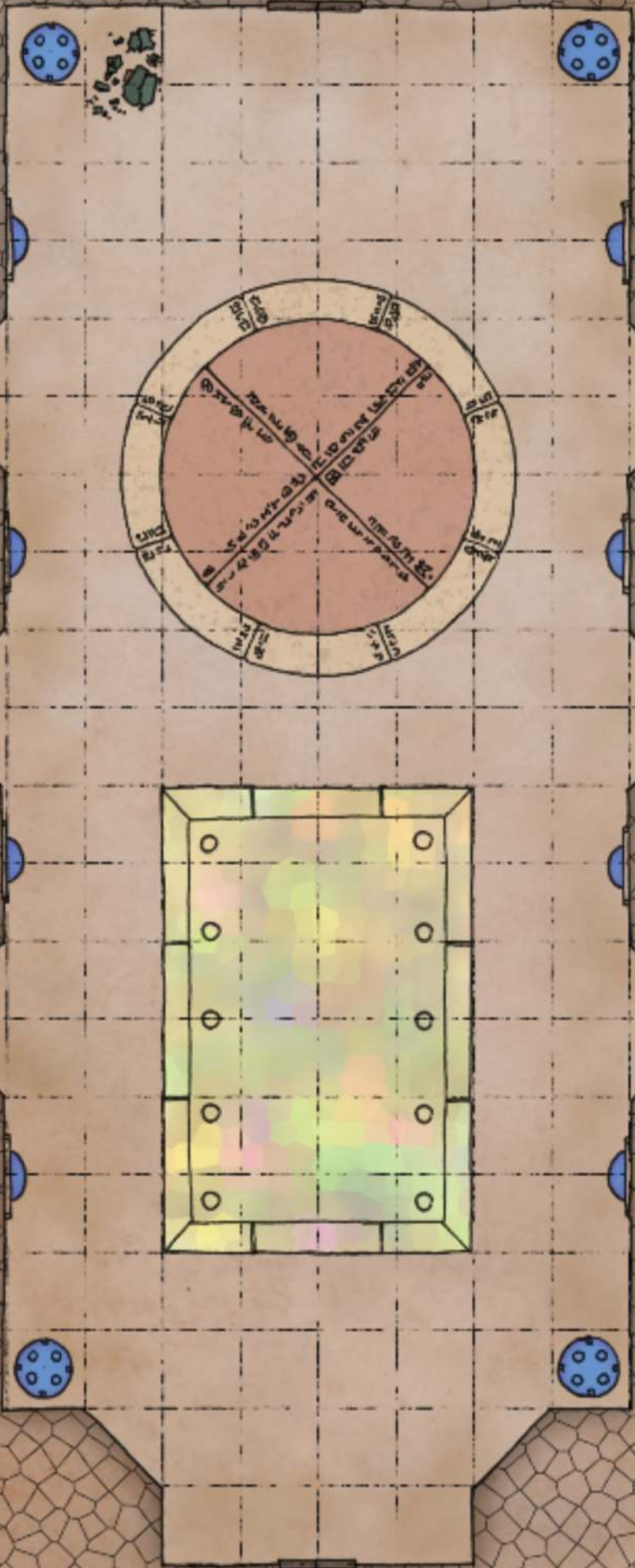
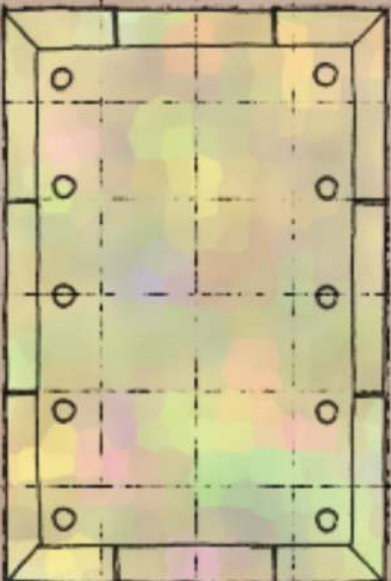
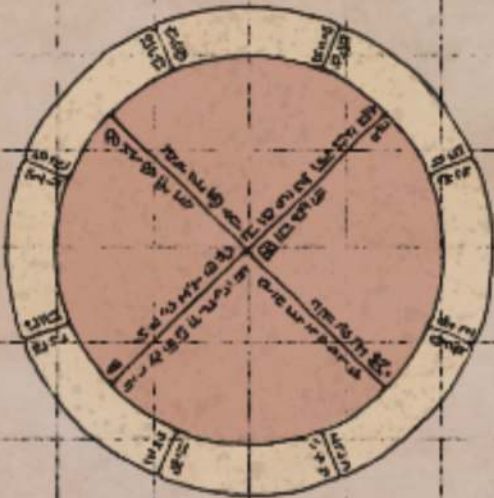
The Pontificator

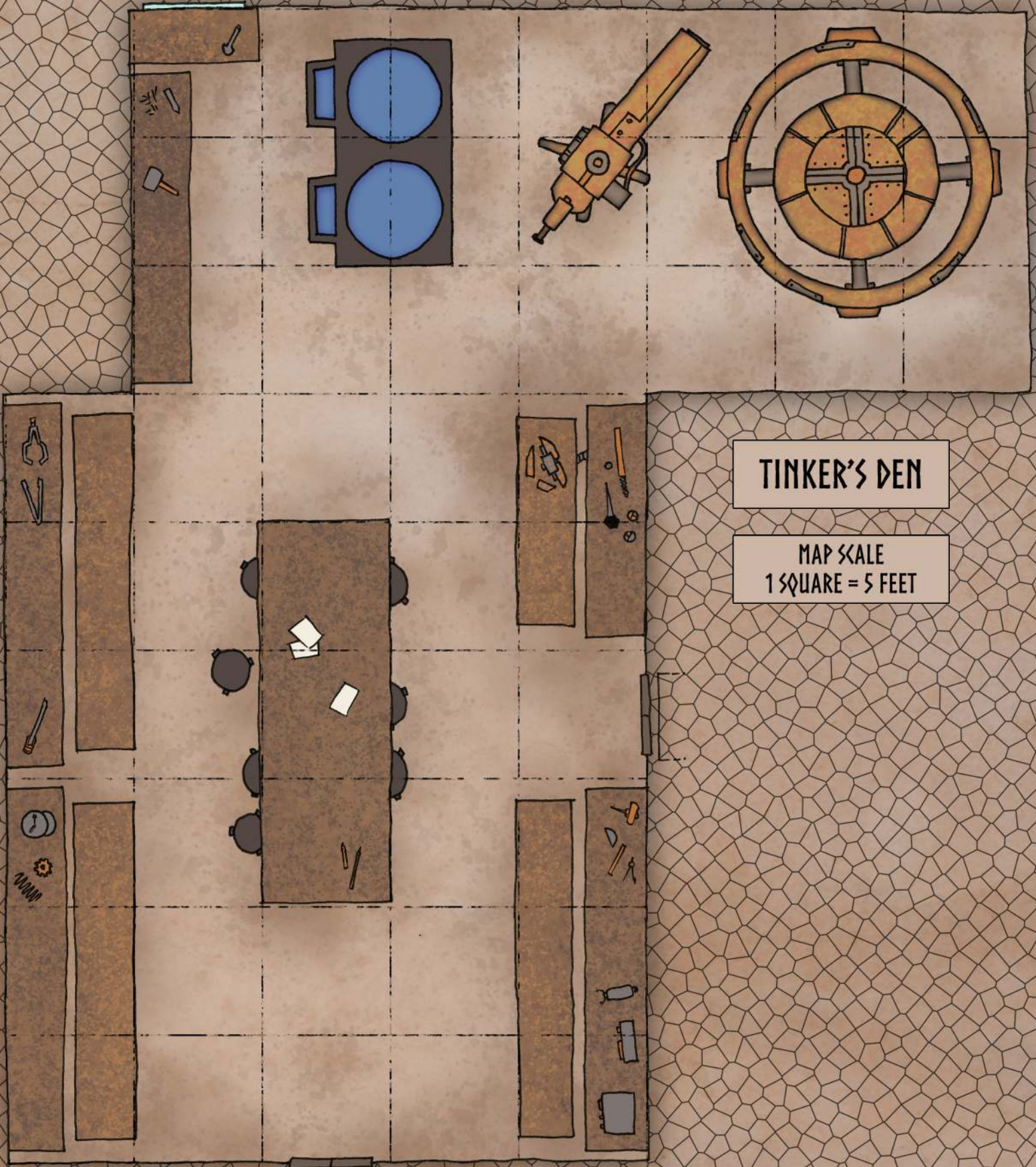
A floating runed sphere houses (The Pontificator)'s soul and projects its voice in monotone. It hosts an unending lecture on cheese in one of the Library auditoriums. Ascetics sometimes attend the lecture to try to discern a pattern hinting at a deeper understanding of the Library.



MAIN HALLWAY

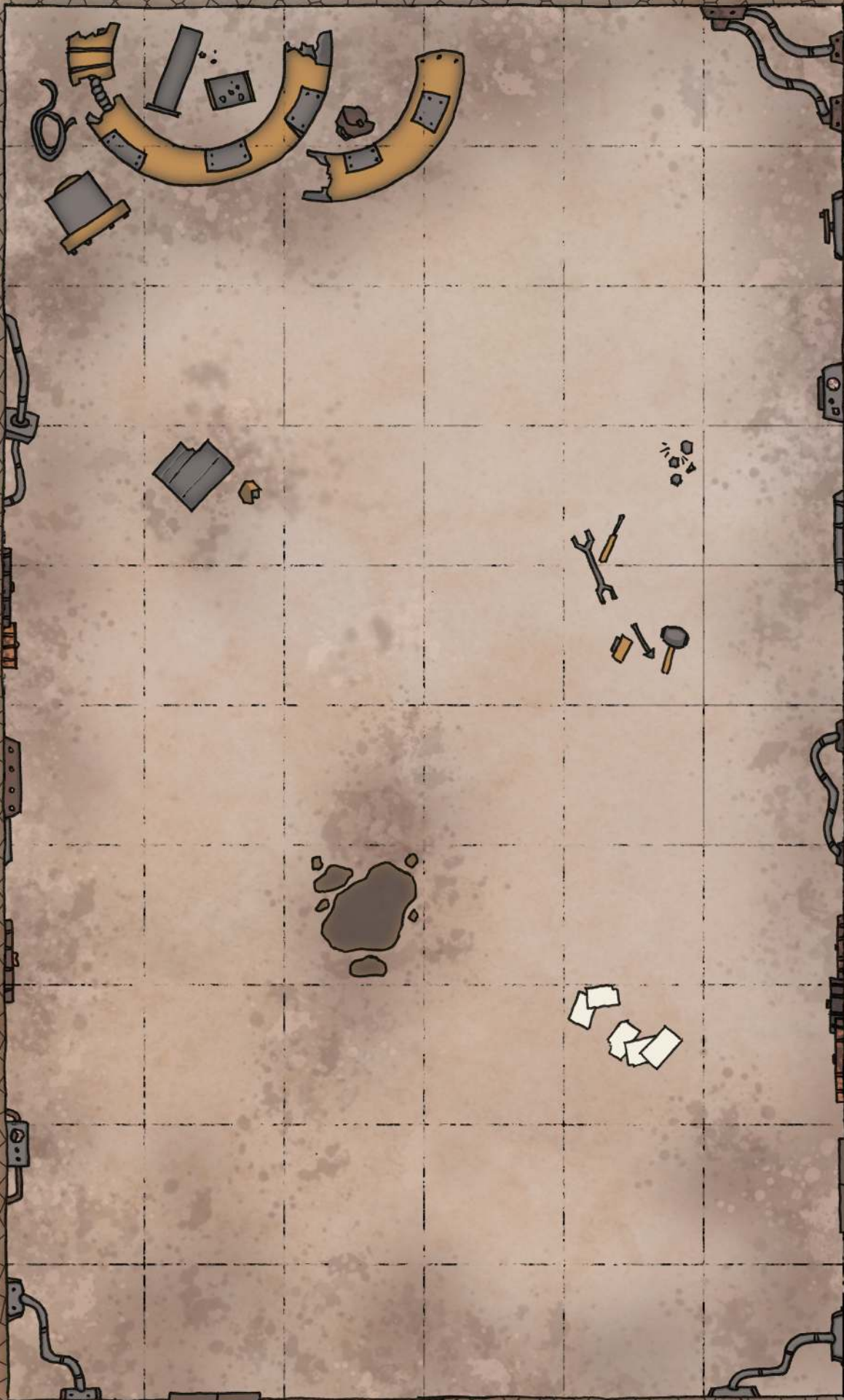
MAP SCALE
1 SQUARE = 20 FEET





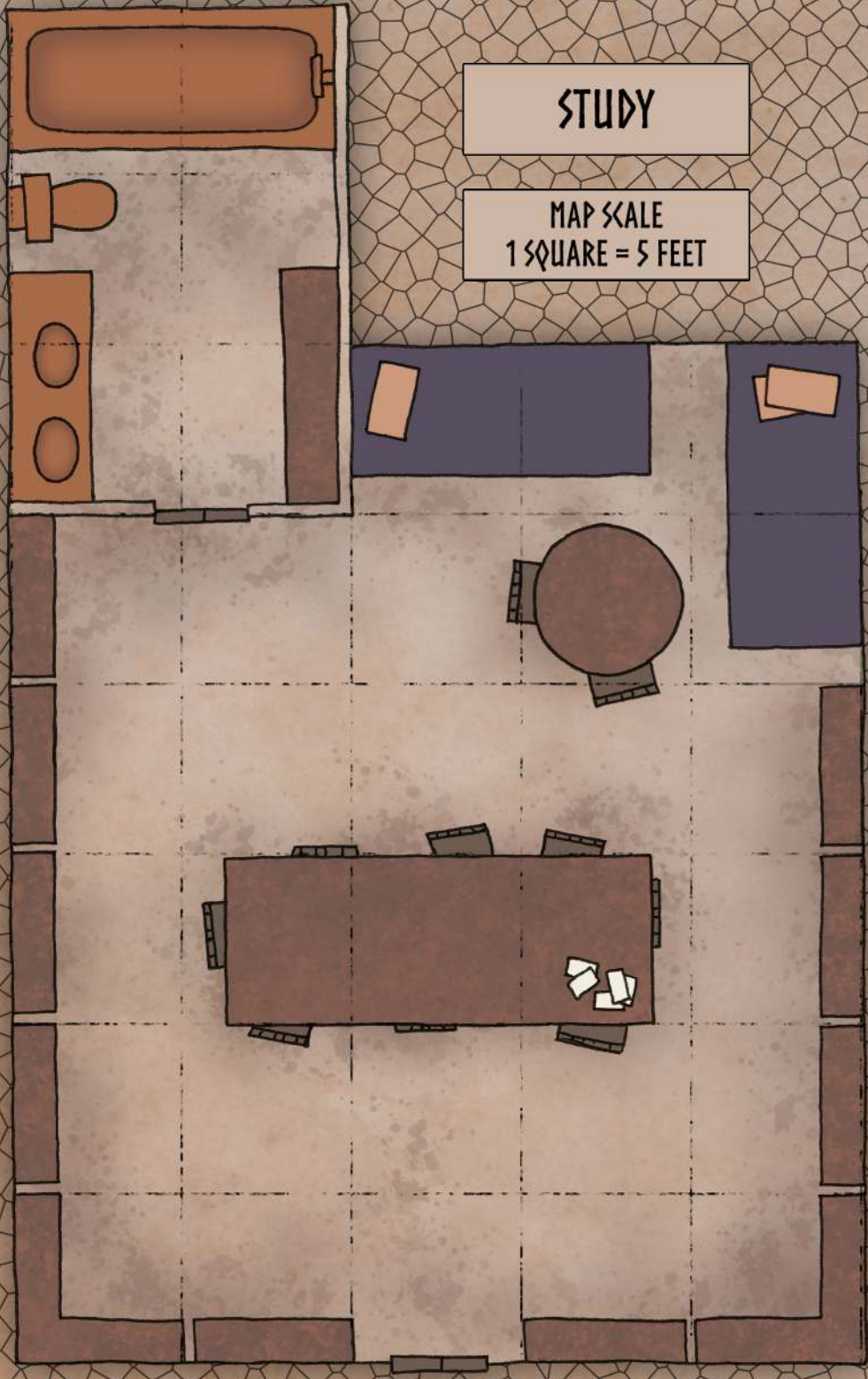
TINKER'S DEN

MAP SCALE
1 SQUARE = 5 FEET



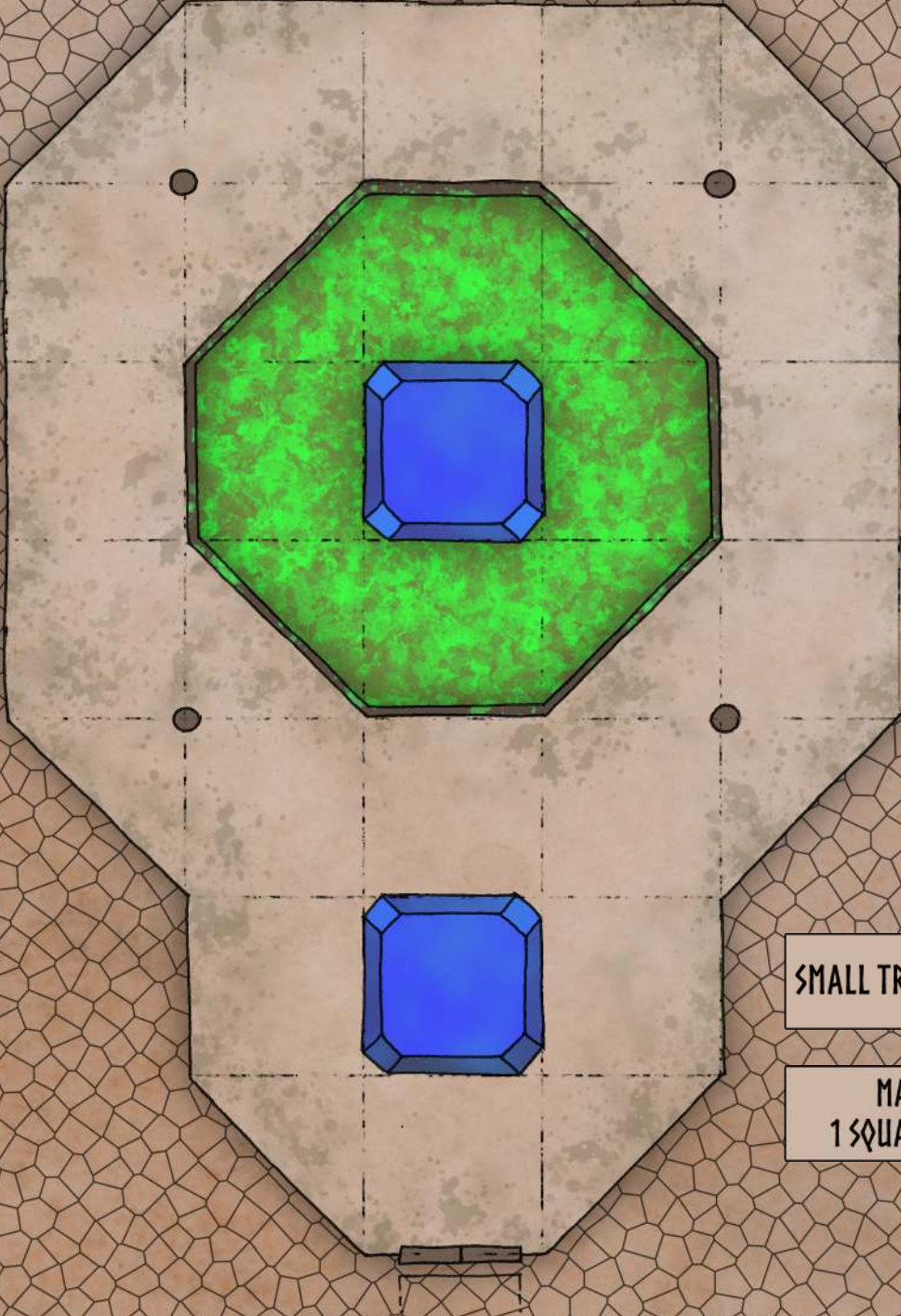
MAP SCALE
1 SQUARE = 10 FEET

MACHINE VAULT



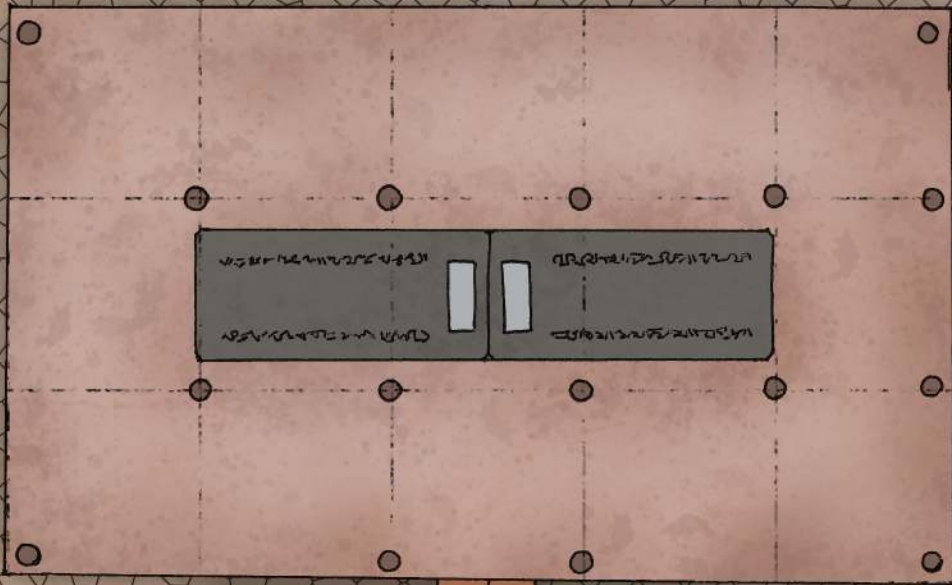
STUDY

**MAP SCALE
1 SQUARE = 5 FEET**



SMALL TREASURE ROOM

MAP SCALE
1 SQUARE = 5 FEET



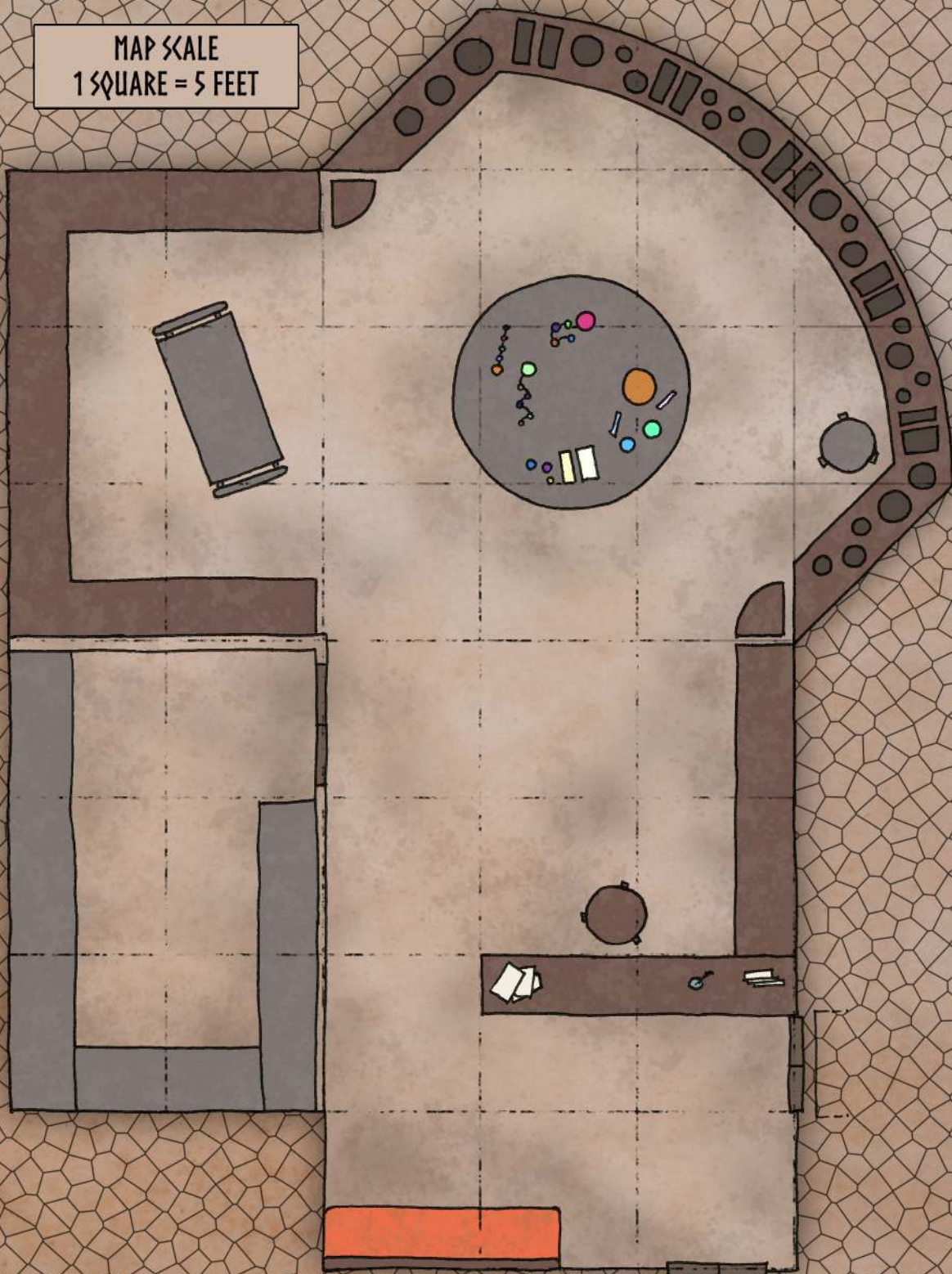
HAUNTED CLOSET

**MAP SCALE
1 SQUARE = 5 FEET**



CHEMIST LAB

MAP SCALE
1 SQUARE = 5 FEET



DRUID GREENHOUSE

MAP SCALE
1 SQUARE = 5 FEET



MAGE LIBRARY

MAP SCALE
1 SQUARE = 5 FEET



- THE LIBRARY OF THE LOST -

- MAP NOTES -

Each map has a scale for the squares on the map. They vary to allow for rooms of various sizes to all fit on single letter sized papers. This scale is just a suggestion. Most may be used in any orientation. The Main Hallway has a compass rose, due to its function as a fixed location.

Also, doorways are not meant to be connected in any one particular way; the Library changes over time and isn't particular about space. It's possible for rooms to "overlap" spatially, since time and space are somewhat odd in the Library. It is mostly unnecessary to worry about how rooms are laid out. It's often enough to note that one doorway connects to another (usually on a different map, though not necessarily!) for that play session.

Main Hallway

See adventure text for quest specifics. Colonnade lit by stained glass skylight. Stone circle inlaid in the floor is the Grand Seal of the Library, carved with runes from varied cultures. Water fountains in each corner and smaller fountains between doorways on the East and West walls. Doors do not always go to the same place, but this room is always the same size and layout. Front door faces the noonday sun, and windows let light into the front of the room throughout the day.

Suggested Foes:

Book Worms, Hall Monitors, Bandits, Zombie Adventurers, Spy Globes

Tinker's Den

See adventure text for quest specifics. Window at back corner leads to a garden (can be any size/sort, assumed to be on a terrace on the side of a mountain to fit with this setting). Table and stools in the center of the room, tool shelves line the walls with benches nearby. Water cooling cauldrons for quenching metals treated in the small for by the window.

Suggested Foes:

Tumblebots, Shelf Rats

Machine Vault

See adventure text for quest specifics. Overall dark room with light coming from the Study and Tinker Den. Oil puddle, discarded tools, papers and such littered about. Machinery along all walls, steam and gear technology with magical Elvish runes interspersed here and there. Most machines are rusty, none working but show wear. Pile of rubble at back of the room.

Suggested Foes:

Tumblebots, Rust Mites, Zombie Adventurers

Study

See adventure text for quest specifics. Bookshelves along most walls, rectangular and circular tables with chairs. Bench/beds to sleep or study on in the corner. Lavatory connected with toilet and tub. Lit by skylights and candles.

Suggested Foes:

Tumblebots, Shelf Rats

Small Treasure Room

Depression in the center of the room for water, acid, ooze, whatever is needed to surround the central island. Gems set in the floor and tall candle holders for traps, puzzles, etc. Space behind walls to release foes from, secret passages, etc.

Suggested Foes:

Small to Medium of any sort

Haunted Closet

A series of small connected rooms, starting at the bottom in a haunted Janitor's closet, quickly splitting into 2 main routes, meeting again at a room with 2 slab altars with room for humanoids to lie on. Perfect for small ambushes and a small boss fight, almost an adventure in itself.

Suggested Foes:

Small to Medium of any sort, Cultists

Chemist Lab

A converted small greenhouse, built into the side of the mountain. Shelves of plants along the curved windows, work table and shelves with rolling work cart and stools nearby. Small connected dark room for storage and special plants.

Service desk and waiting bench by entrance.

Suggested Foes:

Small to Medium of any sort

Druid Greenhouse

Built around some large, gnarled trees on a terrace, especially the very large tree at the center of the main space. Map shows above-ground roots; the tree canopies are larger and intertwined. Path about 5' wide. Two statues, one plaque, several benches. Walls lined with windows and tall grass-like plants. Bushes and flowers in various places. Well tended by ancient druid phantoms.

Suggested Foes:

Small to Large Phantoms and Elementals

Mage Library

Well lit by skylights and magical floating crystals, slightly humming with low level magic. Book shelves along the walls and in concentric rings, taller at the outer edge and shorter the closer they are to the center. Shelves can be easily moved along their rings, even the outer ring, but cannot shift to different rings. As such, the layout may not always have the same gaps in the same places, but the overall ring structure will be the same. Table at center has mechanism to move the shelves, but they can also be pushed manually with little effort. Books magically held in place when shelves are moving.

Suggested Foes:

Book Worms, Book Wurm (this can work as one of Ibrani, the Book Wurm's study rooms), Ancient Phantoms, Acolytes, Cultists, Shelf Rats, Spy Globes

As noted above, if you have trouble with or questions about any of these, please contact Taylor Eshelman at tae6h@hotmail.com. These are all original, custom maps, hand-drawn and inked, then cleaned and colored in Affinity Photo. They are intended for use with the Tinker's Folly adventure, especially the first four as noted in the campaign, but these are all meant to be usable elsewhere. More maps were planned to make for a more robust toolset, but time ran short, my apologies. -Taylor

