

The Lost Tome

An Adventure for Four 4th-Level Player Characters

Hook

The Captain of the Kings Guard has asked for assistance in retrieving a lost tome rumored to be kept in the Library of the mad sage Marishelli.

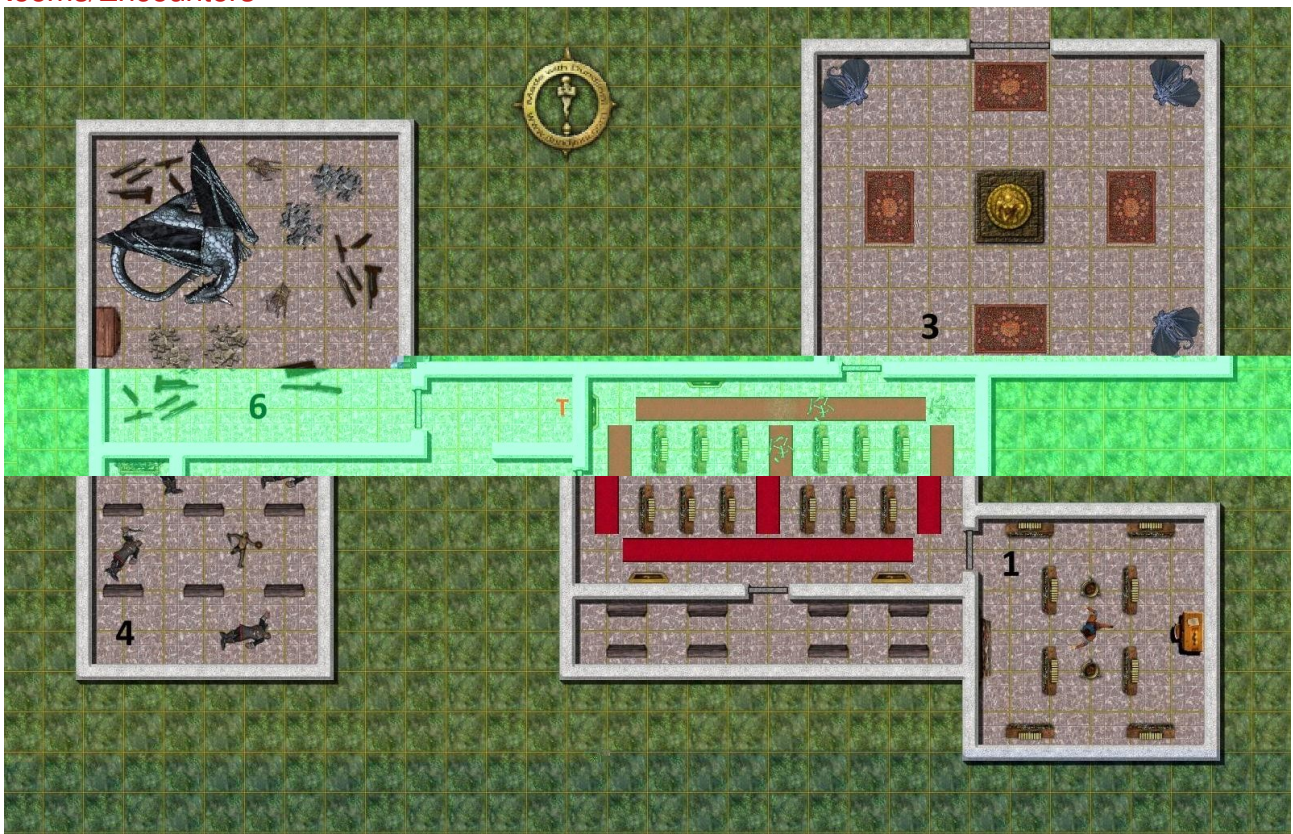
What's Really Going On

Information has made it back to the Kings Guard that the rumored Eye of Igor has been found. This is a device that can be used to make an army of flesh Golems. The guards are hunting for the relic but the lost tome 'Frankenstone's Monster' has information they need in how to destroy the artifact. The Mad Sage Marishelli was known to have held the tome last. She has not been seen in years and her library is rumored to be guarded by strange constructs and odd beings.

Monsters/NPC/Traps

- Janni (genie) (1): hp 33, AC 18, Scimitar +9 (1d6+4/18-20), Invisibility, Speak with Animals, Ethereal Jaunt CR 4
- Gargoyle (magical)(3): hp 32,45,32, AC 16, Claw +6 (1d4+2) and bite +4 melee (1d6+1)
- Javelin Trap: CR:2; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
- Lightning Bolt Trap: CR: 4; spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28
- Young White Dragon (1): hp 91, AC 18, Bite and Claw +11(1d8 + 2d6) or Breath (3d6 DC:16) CR: 4
Scale: 1 square = 5'

Rooms/Encounters



1. This room is also full of bookshelves. A booming voice is heard as soon as the party enters the room 'Who disturbs my slumber? Say the password or die here today!!' There is one Janni here centered in the middle of the room between two Braziers. If the password is not shouted by one of the characters he will attack.

DM Note: It is up to you if you want to place a password hidden in a book in another room or just make this a straight combat encounter.

2. This room is lined with bookshelves. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat. Their broken bodies are bat-like and bug-like at the same time. Each had two sets of bat wings, a long nose like a mosquito, and six legs, but many were split in half or had limbs or wings lopped off. Their forms are little more than dried husks now, and there's no sign of what killed them.

Treasure: (Hidden in false book Search DC 24) Coins: 200 gp, Gem: Azurite (10 gp), Gem: Black Pearl (600 gp), Gem: Rhodochrosite (10 gp). Door: East Wood, simple, locked. [1 in. thick; hardness 5; hp 10; break DC 15]

3. This room is shrine. Stone statues stand in 3 of the 4 corners of the room, each seeming to stand guard over the sarcophagus in the middle. In the center, the sarcophagus stands upon a dais. Its stone bears the carving of a beautiful woman who seems more asleep than dead. The carvings in the corners are skillful but seem perfunctory compared to the love a sculptor must have lavished upon the lifelike carving of the woman.

DM Note: The 3 statues are actually gargoyles but they will not attack or make any move unless any book is brought into the room. If the party tries to remove a book they will attack. The sarcophagus in the middle of the room actually contains the remains of the sage Marishhelli. Door: South Wood, strong, locked. [2 in. thick; hardness 5; hp 20; break DC 25]

4. This room is choked with corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. It looks like the orcs and ogres were fighting. Some side was the victor but you're not sure which one. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. A few empty bookshelves fill the room. Door: East door slides to one side rather than opening normally. Stone, locked, and trapped. [4 in. thick; hardness 8; hp 60; break DC 29 -- Javelin Trap; CR:2]

5. This tiny room holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. On a nearby wall, you note a pictogram of what looks like a statue with a red alarm.

DM Note: This machine can be used as a way to disable the gargoyles in room #3 from attacking if a book is removed. If so, assign it an acceptable DC to be successfully disabled.

6. A sign on the door says 'Rare Tomes and Scrolls. The roof has collapsed and the floor is covered in sheets of ice. The outlines of humanoid forms can be seen frozen in the walls themselves. The reason for the damage is obvious, a small white dragon has taken refuge in this room of the library and is now guarding what is most likely the location of the tome: 'Frankenstone's Monster'.

DM Note: The door to this room is trapped. A Lightning bolt trap will discharge from the wall behind the adventurers if it is not disabled.

Treasure: Coins: 200 gp, Half-plate (600 gp), Masterwork Short Sword(310 gp)

Outcomes

The adventure concludes with the party escaping the library with the Tome. If the adventurers are successful they can and should return the book to the King's guard captain as soon as possible. They should be greatly rewarded for their service (Amount is up to DMs discretion. This adventure can be easily turned into a longer campaign. The adventurers can be sent to help find and destroy the artifact, or to find another sage knowledgeable enough to decipher the cryptic 'Frankenstone's Monster' itself. Maybe Marishelli herself isn't dead, but the one who now controls the Eye of Igor.