

The Floating Library of Pelduin

By,
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Dear Dungeon Master,

Please read the following:

Recommended Party Level: Level 3-5

Encourage the players to take notes of information they may find important. It may help them later on in the adventure.

DM Tip: The sentences in italics are meant to be read aloud to the players. The rest of the information can be used how you see fit to run the adventure.

Convey the information here in your own creative way. It is encouraged that you add or take away from the story in whatever way you wish to better the adventure for your party.

DM Tip: Read ahead and get a good sense of the adventure before relaying information to the players.

DM Tip: Scale the difficulty (AC, HP, or amount of creatures) as needed.

If you like the adventure, I would love to hear from you! All my adventures are free but please consider donating at **dndadventuresforkids.com/donations** so I can continue to find time to make these free adventures as amazing as possible for everyone!

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The Elven coastal city of Pelduin, on the coast of the Ethereal Sea, has been around for thousands of years. It is one of the gems of Alorae and provides the surrounding region with riches and an abundance of food thanks to its bountiful fishing waters. Nobody in the surrounding lands goes a day without food thanks to regular shipments of trout and bluegill leaving the city. For the most part, life is good here. Some may even call it great. People from all across the continent of Alorae come to Pelduin to fish off the coast of the Ethereal Sea, a massive body of fresh crystal clear fresh water. The sea spans hundreds of miles and even at its deepest, about 3 miles down, one can see vast expanses of purple, red, pink, and blue coral reefs. The Ethereal Sea is one of the great natural wonders of Alorae.

This Ethereal Sea is protected by the Pelduin Navy which is responsible for monitoring the different species of marine life and protecting them from those who might over-catch to the point of extinction. They are also responsible for monitoring the health of the marine life and making sure their coral reef homes stay clean of any debris or harmful toxins that may pollute them. That being said, the creatures in this sea are meant to be caught. The sea is home to a massive assortment of prized species of fish such as the delicious wide-finned walleye, sly winged bass, and the fearsome shadow shark. Once the prizes are caught, they are brought back to the dock-side markets and sold. Whatever isn't consumed in the city is shipped all over the surrounding region.

The city of Pelduin itself is home to around 40,000 people, most of which are elves. This is the home of the Faelyn elves who settled these lands over 7000 years ago. This is an ancient city with deep roots and traditions that span back to the time of the original 500 settlers known today as Limb Nur, an elvish phrase meaning "Fish People" in common. These settlers escaped their original home of Lelthuin which suffered great losses at the hands of the Evil Sorcerer Orzitaz and his black dragons long ago. This tragedy will be remembered forever. To this day, songs are sung of the heroes that helped survivors escape by risking their lives fighting the cruel dragons and their acid breath. Large monoliths encircle the city center honoring and immortalizing those who fought bravely to defend Lelthuin. Today, the former city of Lelthuin lies in ruins and has never recovered.

The Faelyn elves are mostly sea-bearing elves that love to fish and thrive on life out on the water. A large number of these sea-bearing elves are apart of the 7 great fishing guilds that specialize in either catching, cooking, or maintaining the different catch of the Ethereal Sea. The city itself is mainly constructed of fine cream-colored marble that has been mined from the local quarry. Some buildings in Pelduin can stretch several stories tall thanks to the talented architects that have flocked here over the years. The streets are safe and the people here are generally happy. There is some crime that usually originates from the thieves guild, but even the thieves here have a sense of honor and abide by the thieves code. Overall this city is mostly crime free and protected by The Keepers.

The most impressive building here, which sits on a hill overlooking the city and can be seen for miles, is a massive three story marble structure with 100 foot tall

support columns surrounding the exterior. This building is faced east to west so the sun may shine through the tall stain-glass windows on either side of the building, giving them life when they glow. These windows feature images of Elven heroes that have fought and died protecting Pelduin. This building is called The Shrine of Heroes and is where the residing King and Queen of Pelduin call home.

Today is a day like any other in Pelduin. Its early morning and the sun is just beginning to rise in the east over the horizon of the Ethereal Sea. You hear the shouts of people preparing their large fishing vessels and the crashing of waves against the wooden dock. Elven merchants begin setting up their booths, preparing to accept barrels of fresh fish. The smell of the lemony sea water fills your nose. The winds are favorable on this day and blowing steadily due east. Today is a perfect day for fishing.

This is where your adventure begins.

After the last several weeks of adventuring, your group has decided to try fishing and recuperating some of your lost coin in order to buy supplies for whatever lies next. After all, healing potions and magic swords don't buy themselves.

You've paid for passage aboard the Dashing Damsel, a beautiful medium-sized vessel with a bronze figurehead of the female elf, Daealla the Dragon Slayer and Hero of Pelduin, at the bow of the ship. There are three masts on this ship with three large blue sails attached. A red flag with a black outline of a dragon flies from the main topmast. The Dashing Damsel is a true Elven fishing vessel. It has three main decks. The sole of the ship, the top deck, has large wooden fishing poles fitted to the port and starboard of the ship. The poles sit in a metal clamp that can be used to steady your pole in case you catch a particularly wild fish. This ship is usually seen off the coast casting nets to catch large schools of fish to sell at market, but today Captain Cork Leg has offered to take your group out and have some fun pole fishing. Afterwards you plan on visiting the local magic shop, Wibbersham's Wonders, to spend the coin you earn.

Chapter 1 - Fishing in the Ethereal Sea

The party will begin on the fishing vessel, the Dashing Damsel, and will participate in a fishing minigame so they may sell their catch and make some coin. The Captain, Captain Crooked Leg, will inform the party of what they should do and a little about the rules. As the DM, you should tell them the mechanics of what checks they should roll to catch the fish below. They will first make a strength check to determine how far they cast the line, then make a dexterity saving throw to determine which fish is caught.

Captain Cork Leg is a human male with shiny curly black hair tied into a knot at the back of his head. He wears a large three pointed black hat with a long white feather attached to the side. Captain Cork Leg struggles with pronouncing the “M” sound and often stutters while doing so. The Captain got his name after he lost his leg in a terrible battle with pirates. His left leg, from his knee down, is a cork peg leg although it doesn’t seem to hamper his movement at all. While the captain may have a stutter, developed after battle with fearsome pirates, he is highly respected among his crew and has saved the lives of each of them at least once. If anyone tries to make fun of the Captain for his stutter, one of his crew will approach and remind them that the Captain is an honorable and good man and should not be made fun of.

Captain Crooked Leg: *“I see we have the honor of hosting you rough and rowdy bunch. I am-m proud to have yee aboard the Dashing Damsel. We’re going to have a jolly good tim-me today. The waters of the Ethereal Sea be ripe with fish this day. My crew will be giving each of you’s 10 pieces of fish bait a piece. These be large and slithery worm-ms that the fish just love. That means you have 10 chances to catch a nice prize. Once you have caught all your fish, I’ll buy them-m from you for a good chunk of coin. After everyone is done, we’ll go back to dock.*

He heads over to the main masts and nails a piece of parchment to it.

Here be the value of each fish you catch so you can keep track. When you’re ready, approach your fishing pole and bait your line. We’re already where we need to be so get at it!”

At this point you should show the players the different types of fish that they can catch. First, players will make a **strength check** to determine how far they cast the line into the water. This will determine the school of fish they are able to catch. The further your line is cast, the more valuable the fish. After that, they will make a **dexterity saving throw** to determine what type of fish they are able to reel in. If they roll below a **DC 10 Strength** check then they can recast. If they cast out and roll a below the needed dexterity saving throw, then the fish grabs the bait and they catch nothing that turn.

Example: Syliana casts her line out with a strength check of 13 which catches the attention of the fish 10 meters out. If she proceeds to roll a dexterity saving throw of 11, then she catches a spotted mackerel worth 40 gold. If she rolled less than 10, a fish would steal the bait and she would catch nothing.

Fishing Table

DC 10 Strength check - 5 meter cast distance

DC 8 Dexterity saving throw- Yellow-Spotted Bluegill (60gp)

DC 10 Dexterity saving throw - Pointed Nose Barracuda (75gp)

DC 12 Dexterity saving throw - Twilight Trout (90gp)

DC 13 Strength check - 10 meter cast distance

DC 10 Dexterity saving throw - Spotted Mackerel (120gp)

DC 12 Dexterity saving throw - Ruby-Red Salmon (135gp)

DC 14 Dexterity saving throw - Wide-finned Walleye (150gp)

DC 15 Strength check - 15 meter cast distance

DC 12 Dexterity saving throw - Blue-Striped Pike (225gp)

DC 14 Dexterity saving throw - Winged Bass (300gp)

DC 16 Dexterity saving throw - Shadow Shark (450gp)

Each player will get 10 chances at catching fish. In the interest of time, you may decide to have everyone roll at the same time and have each individual keep track of which fish they catch instead of going through each person one-by-one. At the very end, they should add up the value of all their fish caught and sell them all for a lump sum of gold per person. They will be handed their gold in a golden silk bag.

Shopping at Wibbersham's Wonders

After the players have sold their fish, they can take their gold and do some shopping at Wibbersham's Wonders. This is a small wooden one-story building on the docks. This building has one large window in the front and a sign hanging off it that has "Wibbersham's Wonders" written in purple ink. The shop is pretty worn down and looks as if it has been there for many years.

As you walk inside the wooden front door of the building, hinges squeak loudly. . This room appears much bigger on the inside than it does from the outside. The main shopping area is about 30 feet by 30 feet and has wracks of weapons and armor on the walls. There is a glass counter at the far that has an assortment of jewelry on display. Behind the counter is a small workshop. A couple seconds after entering you hear sounds of glass crashing from the back room.

You hear loud grunts and groans followed by an older man stumbling out of the workshop.

Wibbersham: *“Dag nabbit, I really miffed it this time!*

... “what was I doing?”

...“Oh yes! A customer!”

You see an old human man with white hair that looks like its been blown back by a gust of wind. He is wearing large blue glass goggles with a leather strap. His skin and leather apron is covered in blue powder. He takes his goggles off to reveal an outline of the blue substance. A silver chained necklace with a blue sapphire medallion with a dragon carving hangs from his neck.

Wibbersham: *“Yes? How may I help you today?”*

He was busy working on a lightning enchantment for a dwarven warrior's battleaxe.

Background of Wibbersham

Wibbersham is a high level and very powerful transmutation wizard. As a kid, he was trained in transmutation magic by a very powerful and wise blue dragon named Zenna, The Eternal. He also grew up raising and training blue dragons until the age of 32 when he decided to move to Pelduin and open his own magic items shop. 40 years later, he still owns “Wibbersham's Wonders” which has come to be one of the best places in the city to buy and sell magical items. Wibbersham either makes the magical items himself, or buys them from people who bring them in. There are not many places like this shop in all of Alorae. Wibbersham is often seen working on new magical enchantments in his workshop or studying dense books on transmutation while rubbing his sapphire amulet. The amulet was given to him by Zenna and can contact the dragon when he is in need. Zenna is the only family that Wibbersham has.

List of Magic Items in Wibbersham's Wonders

- (x4) Potion of Greater Healing (250gp ea)
- (x10) Potion of Healing (50gp ea)
- **Alinaar's Harpoon Spearstaff (15,000 gp)**
- (x10) explosive arrows (50gp ea)
- (x10) explosive bolts (50gp ea)
- **Storm Cloud Bow (9000gp)**
- **Staff of Force and Fury (1500gp)**
- **Sword of Dragon's Breath (6000gp)**
- **Dagger of the Dark Night (1500gp)**
- (x1) Potion of Giant Strength (150gp)
- (x1) Potion of Heroism (150gp)
- (x1) Potion of Speed (150gp)
- (x1) Scroll of Dispel Evil and Good (1000gp)
- (x1) Scroll of Hold Person (200gp)
- **Knight Irithiel's Plate Armor - (8000gp)**
- **Armor of the Night Specter**
- **Mirror Shield of Mearna**
- **Fishing Pole of Catching**

TIP: Check out the magic items tables in the Dungeon Master Guide for more magic items. You can use a roll table to generate more magic items for this shop using those tables. Or, create your own home brew items.

Alinaar's Harpoon Spearstaff - 15,000gp

This is a magical staff that grants a +3 bonus to attack and damage rolls you make with it. This staff has a harpoon point on the end. It can be used as either a **quarterstaff** or a **spear**. This staff uses charges that can be used to cast the spells **Wall of Ice** and **Ice Storm**. The staff may be recharged once per day if you submerge or pour 1 gallon of salt water on the staff. The staff dissolves the 1 gallon of salt water afterwards. This staff regains **1d4+1** charges, once per day, if the staff absorbs 1 gallon of salt water. This staff can hold 6 charges.



Alinaar and his harpoon spearstaff pictured above

Explosive Bolt or Arrow - 50gp ea

These pieces of ammunition deal an extra 1d8 radiant damage if it hits and the target must make a **DC 13 Dexterity** saving throw or be knocked prone. The projectile has a chance of being recovered if it misses the target.

Storm Cloud Bow - 9000gp

This is a magical longbow that grants a +2 bonus to attack and damage rolls you make with it. You may also use it to cast the spell **Storm Sphere** twice per day in an area you fire with the bow after saying the key word “*storm*”. This bow refills its two charges at dawn. This bow has lightning bolt symbols all up and down the black wood of this bow that glows bright blue when you cast the storm sphere spell. This bow can hold two charges.

Staff of Force and Fury - 1500gp

This staff is considered a magical quarterstaff and grants a +1 bonus to attack and damage rolls. The staff has 8 charges. When you hit with a melee attack using it, you can expend one charge to do an extra 1d6 force damage and the target is pushed back 5 feet. The staff regains **1d6+2 charges** daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff. This staff can hold eight charges.

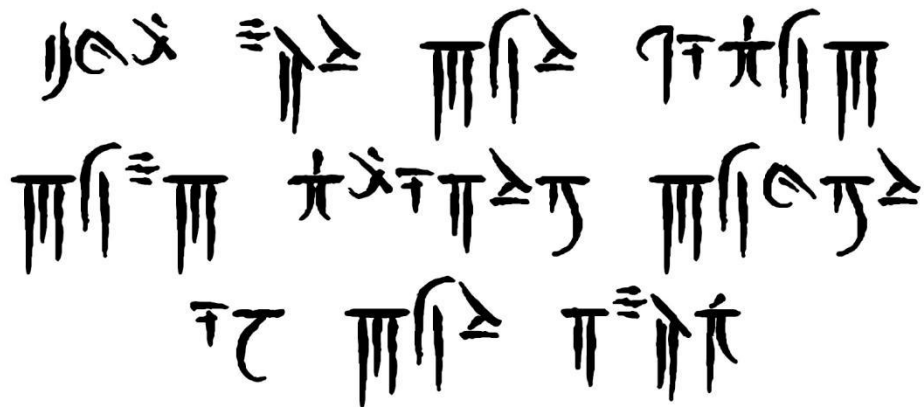
Sword of Dragon’s Breath - 6000gp

This sword is considered magical and grants a +2 bonus to attack and damage rolls. This sword has 2 charges that can be used to cast **fire breath**. These charges are regained daily at dawn. This sword does an extra 1d6 fire damage on a hit. After speaking the command word “Fire”, this sword is able to light with magical radiant fire, lighting a 30 foot radius with light and a further 30 feet with dim light. The fire only harms select targets. This sword can hold two charges.

Using an action, you can aim the sword and use fire breath to attack a target with **fire breath**. You aim the sword and create a cone of fire 30 feet long. The target must make a DC 13 Dexterity saving throw, taking 2d12 fire damage on a failed save, or half as much damage on a successful one.

This sword has a dark red blade and a black leather handle. The blade has gold symbols that run the length of the blade and glow when the sword is on fire. These are Lokharic symbols, the language written by dragons.

For those that read draconic, these symbols translate to “You are the light that guides those in the dark”.



“You are the light that guides those in the dark”

Dagger of the Dark Night - 1500gp

This dagger is considered magical and grants +1 to attack and damage rolls. While holding this dagger, you gain +5 to your stealth checks. The handle of this dagger is layered with thin black strips of leather. The blade is steel but is surrounded in a small cover of black smoke that makes the blade appear semi-translucent.

Knight Irithiel's Plate Armor - 8,000 gp

DC 15 History: You recognize this to be the plate armor of Knight Paladin Iritheil. He was a famous Elven Paladin that was a part of The Keepers about 1000 years ago and is famous all across Alorae. He helped defeat an orc horde that was assaulting Pelduin and then retired from The Keepers to be a famous Paladin of Justice that fought evil all across Alorae before he died peacefully in his villa atop The Calm Highland about 500 years ago.

This armor gives the wearer 19 AC, immunity to fire damage, and resistance to acid damage. This armor has layers of shimmering steel plates. Although the armor has been used, it appears brand new. Etched into the center of the armor is the symbol of The Keepers, a fist grasping a ball of light.

Armor of the Night Specter - 13,000gp

The origins of this armor are unknown. Wibbersham tells you that it just appeared in his shop one day. After a lot of studying, he finally discovered its properties. This armor appears almost translucent in one second and in another it appears as black plate armor.

This armor can be worn or removed by speaking the command word “Night”. When this armor is worn, it becomes apart of any worn armor. The wearer of this armor does not suffer from disadvantage on stealth checks because of armor worn. Once per day you can speak the command word “Specter” and you

can become invisible for one hour. The effects end if you attack or cast a spell. This ability is usable again after the dawn of a new day.

Mirror Shield of Mearna - 11,000 gp

This shield was worn by the cleric Mearna. While wearing this shield, it gives you a +2 to AC in addition to the shield's normal bonus to AC. If you are hit by an undead creature while holding this shield, you can choose to have this shield blast radiant damage back to the creature that attacked equal to $1d10 + \text{wisdom}$ modifier. When it does this, the target is pushed back 10 feet.

Fishing Pole of Catching - 500gp

This is a fine bamboo fishing pole with a gold glowing magical line and hook that gives you advantage on strength checks and dexterity saving throws when fishing.

Chapter 2 - A Serious Problem

This chapter will involve helping a local of Pelduin with a very serious matter involving a rescue mission. It will be very dangerous, so the party should be as equipped as possible. It will involve fighting undead creatures such as undead ogres, skeletons, and ghouls.

After the players are finished shopping, please read the following:

After leaving Wibbersham's Wonders you see a notice board about 10 feet away and decide to take a look. There is a large piece of parchment that nearly covers the entire board that reads "Help needed! Desperate! 50,000 gold reward! Speak to Braern Faeleaf at the "Fisherman's Feast Guild" for more information!"

Any fisherman or merchant on the docks will know the location of the Fisherman's Feast Guild. It is one of the 7 great fishing guilds in Pelduin and located on the far south side of the docks. Its main features include a 20 foot tall stone wall surrounding a wooden carved guild-hall building. The guild hall here resembles common Elven architectural practices featuring long and steep triangle shaped roofs with twisting branch decorations. The outer wall runs between four large stone towers with green glass tops. Each tower has a green flag flying with a black symbol of a shadow shark with an open mouth. A large green banner with the same symbol is seen hanging over the stone archway that leads into the guild grounds that read's "Fisherman's Feast." Two Elven guards armed with blade bows and dressed in fine shimmering steel plate legs and chainmail guard the entrance that is currently open. The guards are still as statues until someone approaches when their normally expressionless demeanour turns surprisingly happy as they question whomever enters looking like they don't belong.

When the players decide to approach the guild and enter, read the following:

As you approach, one of the guards looks at you all and smiles.

Guard: "Welcome to the Fisherman's Feast, one of the great fishing guilds here in Pelduin. What brings you to our fine guild on this day?"

The players must express that they have come to see Braern Faeleaf for the Quest or pretend to be a merchant with a **DC 15 Persuasion** check to enter. Once they walk through the entrance, past the large double wooden doors, read the following:

As you walk past the large double wooden doors into the guild courtyard, you see four large iron wood-burning grills being used by elves dressed in elegant white and green-trimmed aprons and tall chef's hats that have the guild's symbol of the shadow shark embroidered in black. You hear the clanking of metal cooking

instruments against iron grills and cutting tables as 20 or so Elven chefs prepare and cook an assortment of cooked fish dishes. Three large open wooden crates have several ruby-red salmon and large shadow sharks lying on a bed of ice that are occasionally brought over and placed on sizzling grills. A 30 foot long shelf on the left side, against the stone wall, has hundreds of jars with an impressive assortment of herbs and spices. Mouth-watering smells hit your nose from all directions. You've never smelled anything so delicious in all your life. The smells bring clear smiles to all your faces.

One of the Elven chefs is seen having a brief conversation with a gate guard then approaches your group with a smile. He has a similar white apron and chef hat, but his has "Guild Master" embroidered in gold on the front of the apron. He has a fine leather belt with five leather sheathed cooking knives dangling off his side and holds a small black recipe book in his hand.

Braern Faeleaf: *"Hello, my name is Braern Faeleaf. I am the head of this guild, Fisherman's Feast. You don't look like fish merchants so you must be here about the quest I posted. I fear it may be too late by now, but thank you for showing up anyways.*

He gives another look over the party.

You are here for the quest aren't you?"

Let them answer and relay the following information in your own imaginative way as Braern Faeleaf.

What Braern Faeleaf Knows

- His brother Braelor Faeleaf is the head of the Library of Pelduin located in the Elderberry Woods about 5 miles outside of town. The Elderberry Woods surrounds Pelduin and hasn't been known to have any harmful creatures until recently.
- The main trading road that heads west out of the city leads to the library.
- He was going to visit his brother when he received reports that the library was missing, and so was a large 1 mile in diameter chunk of land surrounding it. When he found out, he raced to the library with his horse guard and saw this chunk of land floating a mile in the sky. The surrounding land around the now deep hole in the earth had several ghouls aimlessly wandering around that his guard took care of. He tells you that ghouls are evil undead creatures.
- He fears that some of the ghouls may be up on the land and could be attacking the library.
- Right after he realized that his brother could be in danger, he went to every magic shop he could find and eventually found and bought two very expensive **transport via plants spell scrolls**. He also paid for a powerful magic user to morph the scrolls in such a way where anyone can use the scroll that he gives permission. This can open a magical link between a

nearby tree and a tree up above the floating island that will give just enough time for a small group of people to pass through. After this, he put out the word to hire any mercenaries willing to go up and save his brother. Braern is not a fighter, just a really good chef. He also didn't want to risk the lives of his guard going up to an unknown amount of danger.

- It's been close to 24 hours since the incident.
- He doesn't know who would want to harm his brother or why.
- His brother did tell him about a special shipment of books that was arriving but he doesn't know what was special about the books.
- He will pay the party 50,000 gold pieces, his entire life savings, for rescuing his brother and give them permanent free membership to the Fisherman's Feast guild. The perks to joining this guild include their own member apron, access to top tier ingredients, food made by world-renowned chefs, your own private rooms, access to the guild's fishing vessels, and top secret knowledge of shadow shark fishing spots in the Ethereal Sea.

DC 15 Persuasion: He will give the party an advance of 10,000 gold pieces to get supplies.

DC 20 Persuasion: He will give the party an advance of 20,000 gold pieces to get supplies.

After the party is finished talking with Braern Faeleaf, and finished getting supplies in town, he will escort the party on horses to the site of the library along with 6 of his guard.

When the party arrives at the location of the hole in the ground where the library was, read the following:

After riding on horseback for a little over an hour, you reach the location of the library. Braern was not kidding. In front of you is a mile wide hole in the ground about half a mile deep forming half of a perfect sphere. The sides of the dirt leading into the hole are perfectly smooth. You look up and you see, about a mile in the air, the bottom of the chunk of land that used to be in this hole. It looks surreal. You've never seen anything like this before. There it is, a large chunk of half-sphere shaped land just floating in the sky above you casting a circle shadow below.

Braern: *"Yea. I wasn't quite sure what to think either. But here we are. My brother and possibly more undead creatures on a giant floating mass of land. One day you're preparing for the annual Pelduin cooking competition and the next you're hiring mercenaries to rescue your brother on a floating island..."*

He stares up at the land mass for a moment before speaking again.

...anyways. Here's the plan. We're all going to gather around that tree...

He points to a tall oak tree behind him.

...and I'm going to use this scroll...

He pulls out a parchment spell scroll and begins to unravel it.

...to open up a...magical hole I guess? I should say I've never done this before. The other side should lead out a tree up top in front of the library entrance. That's where you'll come out.

He hands you another **transport via plants spell scroll**.

After you've saved my brother, use this other spell scroll to get back. Please remember to be careful. I don't know what dangers could be up there, but it could be very bad. Good luck and stay safe. Thank you for doing this. Remember, you can teleport back using any tree that is large enough to fit through. There are several up there to choose from. Now please gather around the tree and prepare to rush through. Once I open the tree, you'll only have about 6 seconds to rush through before the portal closes."

They can talk to Braern one last time before he gathers the group around the large oak tree and reads the spell scroll. He will then open the magical portal in the tree and the players will need to rush through it and appear on the floating mass above outside another large oak tree. The six seconds is enough time to get the whole party through.

Chapter 3 - The Undead Don't Read

After the players teleport to the library, they will appear through a tree about 20 feet from the library entrance on the east side. The Library of Pelduin is a one-story cream marble color with a tall pointed roof. Two wooden doors lead into the building from the east side. There are stone pillars that surround the building on the north and east side. Besides the main entrance, this building had six long glass windows on the north side and one on the west side. There is also a back door entrance in the south west side that leads to the head librarian's office. The building is lit with ever-burning torches on every other pillar, lighting most of the surrounding area. The interior is also well-lit from the torches on the walls. The floor of the library is made from dark wood planks and the walls are largely made of cream-colored stone.

As you're transported through the tree and come out the other side, the first thing you notice is the chilling cold air that runs through this chunk of land. Besides that, you see that the large double doors that lead into the library about 10 feet away from you are wide open. Strangely, it is almost pitch black outside although it was day time when you went through the tree. There doesn't appear to be anyone in sight. No sign of the undead. No sign of a struggle of any kind. The inside of the library is lit with flickering torch light and everything appears normal, except for the empty front-counter desk that you can see past the entrance.

DC 20 Perception: You hear what sounds like someone banging on something coming from inside the library.

The players won't know this until they get closer, but ghouls are inside the **private collections room** banging on a door and trying to get into the **secret collections room**.

From here, you can guide the players through the library. Read through the descriptions of the different rooms detailed below as the party enters each different section.

Once the players make it to either the **statue hall** or the **public study and archive** room they will be approached by a long-eared owl with brown feathers and large orange eyes. It will land at a distance and stare at them for a moment until it knows its safe. Then it will to the floor in front of them and transform into an Elven man.

This owl is actually the head of the library and druid **Braelor Faeleaf**. Braelor has long blonde hair and wears an elegant green robe. He has a leather holster for a book tucked away inside his robe.

Braelor: *Oh thank the heavens someone has finally come! My name is Braelor, head of this library. I wasn't sure how long I could last! I don't know why this is happening! Did my brother send you?*

Give the players a chance to explain that they have come to save Braelor. They will probably try to transport him back right then, but Braelor will refuse until the library is completely safe from the undead.

DC 15 Persuasion/Intimidation: Braelor will tell them that an expensive shipment of books was recently brought to the library and this may have something to do with the attack. He says that's all he knows, although a **DC 15 Insight** check will reveal he is lying. If they call him out on the lying then he will tell the party that he received a powerful magic warlock spellbook under the school of necromancy, although he can't read it because he is a druid. He says it's in his office.

Braelor: *"You have to help me stop these people attacking my library! Do not give them anything! Undead creatures are evil and must be stopped at all costs! I stopped a few of them snooping around my public archive room but I used up all of my spells to do it. After that, I hid up in the ceiling above the archive in my owl form for safety. I can't take these things on by myself! Please, when you've taken care of all these undead creatures I will be in a small secret room in the public study and archive room. Just ring the brass bell on eastern wall of the public study and archive room twice and I will know it's safe to come out."*

*One more thing, one of those nasty creatures has my artifact room key. If you find it, go to the **artifact room** and use whatever you find to help you with these creatures. Just return whatever you use afterwards. Here, take this.*

He hands you a the **member's lounge key**.

Some of them got through into the member's lounge but I locked them inside. Thank you so much for your help!"

After Braelor is done talking with the party, he will transform back into owl form and fly to his hiding spot up above in the public study and archive room.

Once the players kill the ghouls in the **private collections room**, the players will have a couple minutes before one of the dead ghouls reanimates with glowing red eyes and talks to the players in a raspy voice.

Ghoul: *"What do you think you are doing? You are no match for me! I am the great Necromancer Makar Mallus here to take what is rightfully mine! Bring me the Necromancy Spellbook and I might let you live and have the honor of serving me for all of eternity! I will give you one hour to find the book and bring it to me before I attack you with my undead horde. I have surrounded the library in a magical barrier that will trap you inside until the book is surrendered to me."*

DC 15 Persuasion: If the party persuades Mallus to tell the party why he wants the book then he will tell them he plans on using the book to clone himself so he may live forever and attack the city of Pelduin with a massive undead army.

It's not recommended that you give the party one real-time hour to find the book and prepare. The party should come to a conclusion that it is a bad thing to give the necromancer the book and hold out in the library and prepare for the undead assault. The party should use this hour to find the book and prepare for the upcoming dangers in any way possible such as setting traps or barricading and locking doors.

The players will be unable to escape the library. After Mallus speaks to the party, the library will be surrounded in a shimmering red magical barrier that cannot be passed through.

Wave 1 - Skeletons

The first wave will be triggered by all the lights in the library extinguishing at the same time. Attacking in darkness causes **disadvantage** on attacks. It is highly recommended that the players come up with some sort of light source. The players may find a tinderbox and torch in Braelor's office in a storage chest.

After the lights go out, there will be a loud sound of a window breaking coming from the public study and archive room.

DC 15 Perception: The sound of the window breaking came from the public study and archive room.

Some skeletons enter from the main entrance while others will come through the window in the public study and archive room. It is recommended that there are two skeletons per player. The skeletons are wearing mostly scraps and pieces of old armor. They have glowing blue eyes that can be seen through the darkness. Their groans and creaking bones can be heard from about 30 feet away.

Once they defeat all of the skeletons, a **DC 15 Perception** check will reveal that one of them has a brass key hanging from one of its bones. This is the **artifact room key**.

Wave 2 - Specters

This wave will trigger shortly after the skeletons are defeated. It is recommended that the players are given a small amount of time, or a short rest, to heal and prepare as needed before the next wave. If the players haven't taken much damage during the first wave then this wave will begin soon after.

The specters can move through walls but they will take force damage if they end their turn in a wall. It is recommended that there is one specter per two players. Keep in mind that specters are resistant to most types of damage (half damage) and will try to flank members to gain **advantage** on attacks.

These specters can be used to go through walls and attack the players in any creative way from any direction.

Wave 3 - Ogre Zombie

This wave will start with a massive ogre zombie crashing through the wall into the public study and archive room and knocking over bookshelves by swinging its morning star.

Necromancer Makar Mallus will follow the ogre zombie. Mallus is considered an **apprentice necromancer**. He will use his magic abilities to reanimate two of the ghouls in the room to go after the party.

Mallus's main goal will be retrieving the book and escaping.

If the players defeat the ogre and take the necromancer down to half health, then Mallus will surrender. After Mallus surrenders, any remaining undead will collapse into dust and the barrier will be dropped.

After the party stops Mallus, he will offer to drop the floating island safely back into place so long as he isn't harmed any further. Otherwise, the island will come crashing down and destroy the library. If this happens, the players and Braelor will be knocked unconscious until they are revived by Pelduin clerics.

Once the floating island is dropped back into place, Braern will be there waiting with six of his guards on horses. Four guards will take Mallus into custody and ride him to the Pelduin jail house. Braelor will fly out and transform into his normal form after Mallus is taken into custody.

Braern: *"Braelor! I am so happy to see you alive! Are you okay?"*

Braern goes to hug Braelor.

Braelor: *"I am okay brother! Thank you so much for sending help! I owe you a great deal!"*

Braern: *"You owe me nothing, brother. We are family. I am just happy to see you safe once more."*

Braern turns to the party.

Braern: *“In all my days I have never seen such a heroic act. Here, as promised.”*

He hands the party a large green silk bag with 5000 platinum pieces, or the equivalent of 50,000 gold pieces. His guards hand each of you an apron that shows your membership into the Fisherman’s Feast guild allowing the party access to all member benefits. They are also handed a map showing the location of the secret shadow shark fishing spot in the Ethereal Sea.

Braelor: *“I want to give you something as well.”*

He lets them keep the Spear of Ghilanna. He goes to retrieve the staff if they don’t already have it.

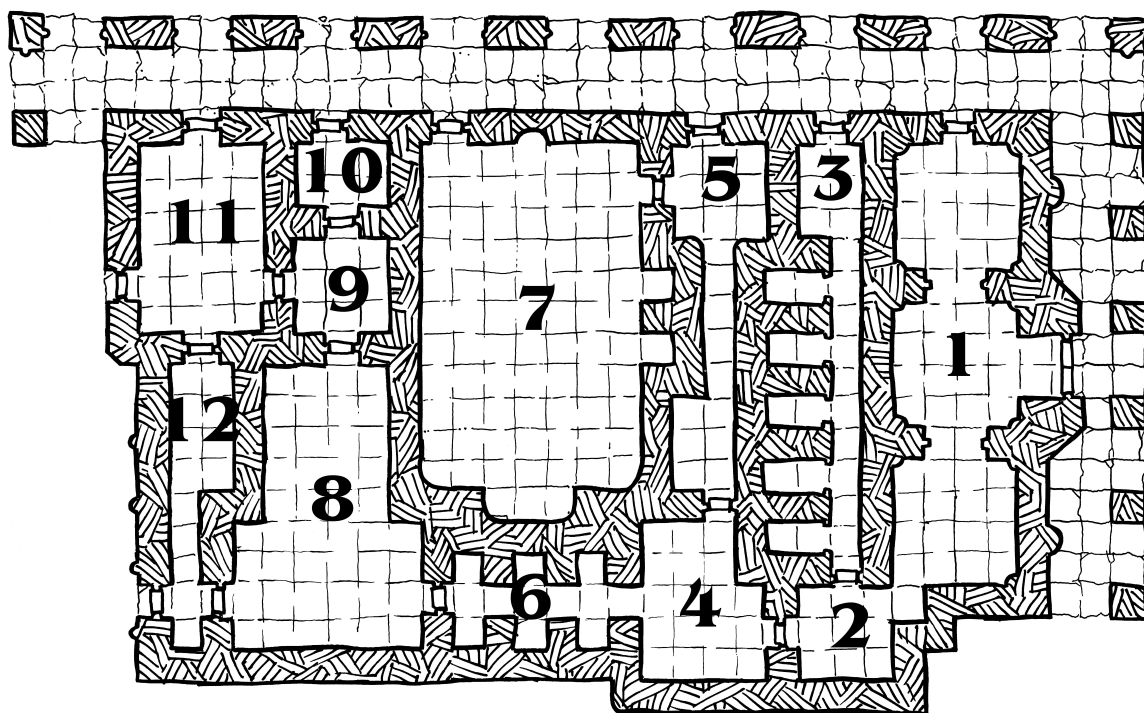
The party must return all other magical artifacts that were found in the library.

Braelor: *“May this spear help you as you have helped me. You are welcome back to my library any time. I also grant you free membership for life. Please come back if you ever want to say hello or need to study any rare and powerful books or artifacts that my library receives. You have done my family and Pelduin a great service on this day and we will forever remember you. I am going to the King and Queen of Pelduin to personally recommend they craft a hero’s monument in your name. What can I call you all?”*

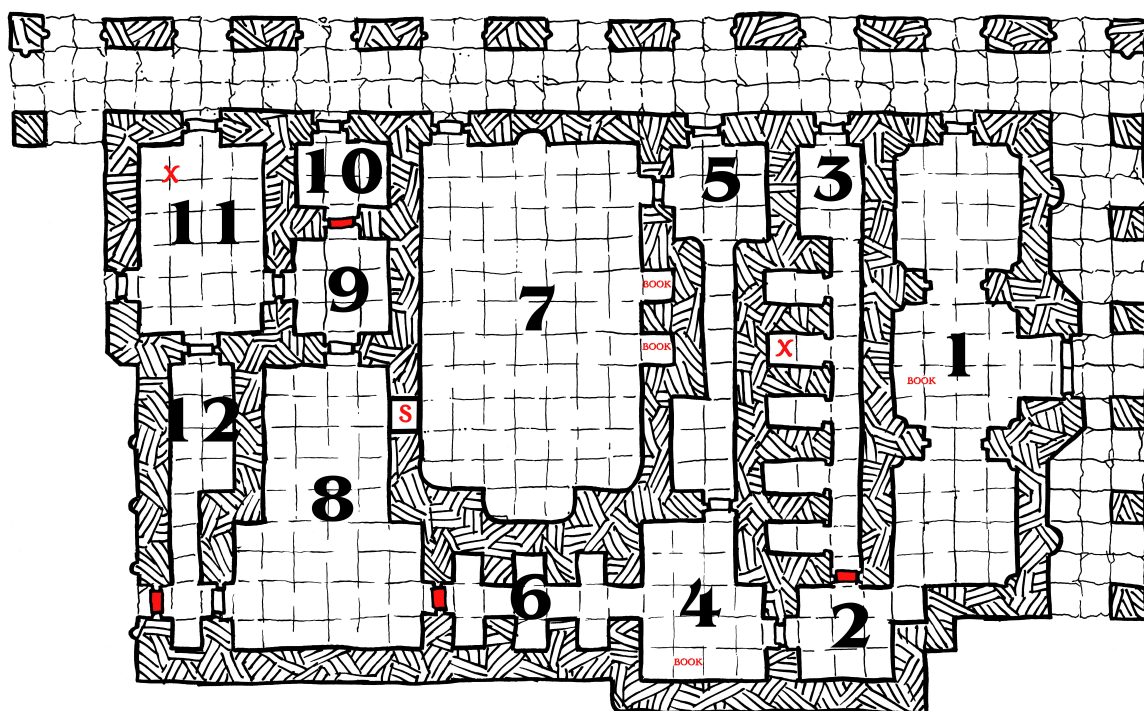
Here the party should come up with a group name that will be etched into a marble constructed monument of the party that will be placed outside the library.

The End

Map of Pelduin Library (Players)



Map of Pelduin Library (DM)



Map Key

- Red rectangles: locked doors
- Red S: Secret door
- Red X: Item(s) of interest
- Book: Location of an important book

The map of the Library of Pelduin is oriented where the top is facing north. The main entrance to this building is the double doors to the east.

Room 1 - Main Entrance

This area is the main entrance into the library. The entrance of the building is two large wooden double-doors. The middle section of this room is the check-in area. Here is a long desk with an old leather check-in book opened on the desk with a quill and ink next to it. Behind the desk is a large painting of the Ethereal Sea.

DC 20 Investigation: You flip through the guest check-in book and notice the same hand-writing for several entries but under several different names. It appears to be the same person's handwriting. There is a check-in for this person every day for the past month.

The north section of this area has a couple wooden benches and a marble fireplace along the eastern wall. There is a wooden table in the center with a beautiful hand-made model of a large three-mast war ship with the name "The Magdalen" painted at the back.

The southern room is largely empty except for a large blue wool rug featuring three beautiful fish that you don't recognize. They are all the same shape with differing patterns of black stripes and different shades of blue.

Room 2 - Artifact Check-Out Room

This is a small room with another desk and another old and opened book. In this book you can see the written names of hundreds of people in a list with names, dates, and artifact descriptions. This is a written log of people who have checked out artifacts over the last couple years. A closed red leather book sits next to it and says "Catalogue of Artifacts" in black lettering. This book details all the artifacts in the **artifact hall**.

A painting of an Elven Wood Elf female with silver hair and green pastel clothing carrying a glowing wooden short bow and a quiver of golden glowing arrows is featured behind the desk to the south. The name "Kyrtha the Huntress" is carved into the wooden frame.

The artifacts in this library are mostly non-magical but if the players succeed in a **DC 15 Investigation** check while reading the artifact book, they can discover that the artifact hall does have a few magical items that are listed below.

Magic Artifact 1 - Sword of King Lamruil

DC 15 History: This is a magical sword that was owned by the last Elven King of Lelthuín before its downfall. This sword was mostly used for ceremonial purposes. The King would use this sword to swear in new royal guard.

This sword has a shimmering blue blade with a gold hilt. For those that read elvish, there is a phrase that runs the length of the blade that reads “Long Live the King”.

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This is a magic longsword that grants +2 bonus to attack and damage when used. It also deals an extra 2d6 cold damage.

Magic Artifact 2 - Spear of Ghilanna the Healer

This spear has a 1 foot long steel leaf-shaped spear head on top of a thick carved wooden handle. An emerald is embedded in the bottom of the spear.

DC 10 History: This spear was used by the Elven healer Ghilanna. The emerald glows bright green when its healing properties are used.

This is a magic spear that grants +2 bonus to attack and damage when used. This spear has 4 charges. It regains 4 charges daily at dawn. You touch the emerald end on a target creature and say the key word “*heal*” in elvish to expend a charge and heal target creature for 4d4+4 HP. You must take a short rest between using this spear’s healing ability again in the same day. Using this ability is considered an action. This spear can hold four charges.

Magical Artifact 3 - Maul of the Mad Orc Tog

DC 15 History: This is a granite maul that was used by the Mad Orc Tog who wrecked havoc on the area with his orc bands one thousand years ago. Eventually the descendants of the *Limb Nur* led by Knight Irithiel of The Keepers were able to defeat him.

This maul is broken where the handle and the head of the maul meet. It would take some skill to repair. A carving runs around the perimeter of the maul head that reads “Destroy. Destroy. Destroy.” in orcish.

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This is a magic maul that grants a +5 bonus to attack and damage when used. It also does an extra 2d12 force damage and knocks the target back 30 feet. The target must make a **DC 20 Dexterity** check or be knocked prone.

Magical Artifact 4 - Bow of Kyrrha The Huntress

DC 10 History: This bow was used by Kyrrha the huntress. Kyrrha died about 100 years ago of natural causes. She became famous after defeating two beholders that were harassing several villages in the area.

This is a short bow that is made with twisting white wood. It is expertly crafted. For those that read elvish, a small inscription in the bow reads “The Hunt is Forever”

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This is a magic shortbow that grants a +4 bonus to attack and damage. This bow has 4 charges. The charges on this bow refills 1d4+1 charges each day at dawn. You may expend a charge after saying the keyword “*lightning*” to do an extra 2d12 lightning damage. When the keyword is spoken the range of this bow doubles. When the keyword is spoken, the arrow that is shot turns to a lightning bolt. This bow can hold four charges.

Room 3 - Artifact Hall

The door to the artifact hall is locked and requires either the **artifact hall key** or a **DC 20 Dexterity** check with **thieves tools** to unlock. This room has five separate areas for storage that include shelves of various artifacts. The four magical artifacts listed in the **artifact check-out room** can be found on these shelves. The magical artifacts listed above are the only magical artifacts that are found in this area. Other artifacts include ancient pottery such as old dwarven and elvish vases, several different types of ancient forms of currency, and mostly destroyed pieces of ancient armor of all types. Everything in here holds some sort of value.

The far north part of this hallway is a small armor room that has four sets of completed armor from long ago. These are four sets of **dwarven plate armor** that are silver and gilded gold. Each have an ornate carved symbol in the middle of the chest. One has the symbol of a hammer. One has a symbol of an anvil. One has a symbol of a mountain. One has a symbol of a horned helmet.

DC 15 History: When examining the armor, you recognize this armor from the great war that happened 2000 years ago known today as “The War of Blind Justice”. This war was fought between the seven major dwarven tribes of the time. This war was started between King Copperjaw and King Strongback. These two kings thought that they deserved to be the rightful ruler of all the dwarven tribes and went to war over the disagreement which resulted in King Copperjaw uniting the dwarven kingdoms under one banner. To this day, descendants of King Copperjaw sit on the united dwarven throne.

Room 4 - Artifact Study Room

This room is designed to examine the artifacts from the artifact hall. There are two wooden tables surrounded by wooden chairs in the middle of this room. Each table has several layers of red silk cloth covering it so the artifacts don't scratch. There are shelves on the sides of this room that have an assortment of tools used to examine the artifacts such as glass magnifying lenses and metal tongs.

DC 15 Arcana: You notice the room has a special type of magical protection barrier. You assume it is there to prevent the room from being destroyed in case one of the magical artifacts is used or is activated when being examined.

This room also contains several stacked containers of office-type supplies such as blank parchment, ink, and quills. There is also an assortment of cleaning supplies used to clean and maintain the artifacts and books in the library.

Room 5 - Archive Hallway

This is mostly just a plain empty hallway that leads to the **public study and archive room**. The only thing of note here are some fine paintings of the various pieces of beautiful scenery in the surrounding area. There are paintings of the Ethereal Sea, the Elderberry Woods, and Pelduin. Ever-burning torches light this hallway. The floor has tiles along the length of the floor, each with the name of an Elven hero etched in the stone tiles.

Room 6 - Hall of Royalty

This room has a metal plaque above the eastern entrance that reads “Hall of Royalty”. Like the name suggests, this room has statues on either side of this hallway. There are six statues in total here. Each of them are a life-sized marble statue. The north side of the room has three Elven kings and across from them are three Elven queens. The names of each are on a golden plaque attached to the base of each statue.

There is a door on the west side of this hallway that has Elven words carved in it that say “Members Lounge”.

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Room 7 - Public Study and Archive Room

The only entrance into this room is from the north east entrance from the archive hallway or the **secret entrance** from the member’s lounge. This room is about 20 feet tall and is filled bookshelves that reach the height of the large wooden ceiling beams that run across the room. The center of this room is a 15 foot by 15 foot area in the center with two wooden tables surrounded by chairs used for study. This room is lit by a large crystal chandelier that hangs above the tables.

There appears to be thousands of books in this archive room that cover topics ranging from geography, law, music, agriculture, creatures, magic, and much more. The southern most area of this room has a large magical stone fireplace. While this fireplace does give off heat, it doesn’t actually burn anything. It is harmless. This is so nobody can harm the books by throwing them in the fire. Having this type of fireplace is common practice in libraries across Alorae.

There is a small bronze bell mounted to the eastern wall that has a small string hanging out of it.

DC 10 Perception: There are two ghouls laying on the ground between some of the book shelves in the north west corner of the room. These ghouls are dead.

The east side of this room has two spaces with small tables and a large leather book laying open on each table. The northern most table has a book on the complete catalogue of the collection and where to find each book in this room. The southern most section has a book for writing in requests for books that the library doesn't have.

DC 20 Investigation: In the requests book, there are thousands of entries but you notice that several people have requested books on powerful necromancy magic but has used several different names. The hand writing appears to be the same for each entry which tells you these requests are from the same person.

DC 20 Investigation: In the catalogue book you find a three digit code written at the top of a page that says "3-6-2"

DC 15 Perception: You discover that someone left a small pouch of 10 platinum pieces where a book should be. Under it is a torn piece of parchment that says "I hope this covers the cost. Sorry"

DC 20 Perception: You notice a small three number dial attached to the side of a bookshelf against the western wall. It appears to be a dial lock. You're unsure what it unlocks.

The dial lock opens a secret passage into the member's lounge. This door can either be opened from the inside of the member's lounge by pulling back the right book, or from the public study and archive room by entering the correct three digit code "3-6-2" which can be found in the member's lounge on a small piece of parchment or hidden on one of the pages in the catalogue book.

Room 8 - Members Lounge

The door to this room is locked and requires the **members lounge key** or a **DC 20 Dexterity** check with **thieves tools** to unlock.

This room is a private study area for members of the library. Members are people that contribute a monthly donation of 50 gold pieces to the library. Only these members have access to the more exclusive private collection that the library has to offer. They also get one month before anyone else to study any new artifacts that arrive to the library.

This room is filled with furniture fit for royalty. There are several fine armchairs, end tables, and bookshelves. All the furniture here is of the same theme made of the finest carved dark wood that could have only been made by Elven master craftsmen. Wooden and gold gilded framed paintings of folklore heroes

surround this room in the spaces between the bookshelves that line the walls. A fine marble fireplace is in the southern room. Like the fireplace in the main archive, the magical fire here only emits heat and does not actually burn anything.

There is a door to the north that says “Private Collections” carved in the wood. The door is closed.

DC 15 Arcana: There is a magical barrier in this room that blocks any sound coming from the outside so as not to disturb the readers in this room.

DC 10 Perception: There is a repeated banging sound coming from inside the private collections room.

DC 15 Perception: There is moaning coming from the other side of the closed door into the private collections room. You assume there are undead creatures on the other side.

DC 15 Perception: You notice a strange book on a bookshelf to the east with no title on the spine. It appears more worn than the others.

If someone pulls this book, it will open a **secret passage** into the public archive. This door will shut and lock behind the party if they enter through. They will need the code to get back through.

DC 20 Investigation: You find a small note under a mass of notes on one of the tables that says “Archive Bookshelf Code 3-6-2”.

DC 20 Perception: You find a strange looking gold key in a small mahogany box on a bookshelf. You’re unsure what it unlocks.

This key unlocks the **secret collections room**.

Room 9 - Private Collections Room

The door into this room is unlocked, although it can be locked from the inside. This room has the rarer books in this library. There are no magic books in this room.

When the players go inside this room, they will notice that it is ransacked. Books are scattered all over the floor. They will also notice **six ghouls** crammed into the room and banging against the door to get into the secret collections room by knocking the door down. They aren’t doing a good job, since the door is very heavy and secure.

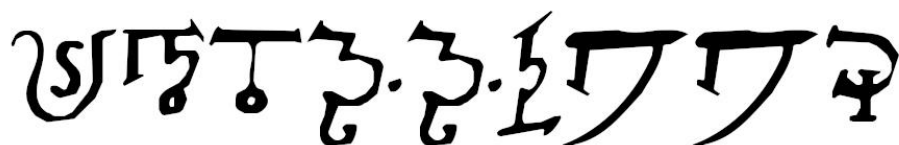
DC 10 Insight: The ghouls didn’t find what they were looking for in the private collections room so they are moving onto the secret collections room.

Room 10 - Secret Collections Room

There is no clear sign that says what this room is. This room requires the **secret collections room key** to unlock the door or a **DC 25 Dexterity** check with thieves tools to unlock. The **secret collections room key** can be found in a small mahogany box in the member's lounge. The books in this room are much older than those in the private collection room. There are layers of dust on these books. There are two small bookshelves on either side of this room. It looks as if nobody has stepped in this room for a hundred years or more.

DC 20 Perception: You can barely see the footprints from the last time someone stepped into this room and see them lead to the bookshelf on the right. You also see a faint mark where a book slid across the dust as it was placed on the book shelf.

The book is written in a language that can't be read unless one is a wizard. If a wizard reads this, they will see that it says "Spellbook". The title of the book is written in magi (the language of magic) below:



Wizard Spellbook

If a Wizard reads this spellbook then they will find that it contains the following spells: **Etherealness** (7th level), **Teleport** (7th level), **Sunbeam** (6th level), and **Eyebite** (6th level). A wizard that finds this may add these spells to their spell book, but may not use them until they unlock 6th and 7th level spell slots.

Room 11 - Head Librarian's Office

This room is the office of the head librarian. It has a large wooden desk and chair on the north side of the room, facing south. There are six bookshelves that align the walls. Two wooden chairs sit in front of the desk. The **backdoor key** can be found on the desk. A fireplace on the south side lights this room. There are scattered documents and open books on the desk with several quills and open ink bottles.

DC 15 Investigation: You notice an inventory list of an incoming shipment of rare books. After someone notices the list, one can make a **DC 15 Arcana** check to notice that one of the books on the list appears to be a powerful magical book on necromancy and involves bringing things back to life.

DC 15 Perception: You notice that one of the desk drawers is locked. It can be unlocked with a **DC 15 Dexterity** check or a **DC 10 Dexterity** check with thieves tools. It can also be forced open with a **DC 15 Strength** check.

Inside the locked desk drawer is the warlock **Necromancy Spellbook**. Only a warlock can read the contents inside. Only warlocks can read the magical language in this book. Inside the book is a powerful spell called **clone**. It also details instructions on how to raise hundreds of people at once from a graveyard.

CLONE

8th level necromancy

Casting Time: 1 hour

Range: Touch

Components: V S M (A diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)

Duration: Instantaneous

Classes: Wizard

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

Room 12 - Backdoor Entrance

This is a backdoor exit that the head librarian uses to leave the office. It is also used by those who want to have a private meeting with the head librarian. The back door is locked from the outside and requires a **DC 20 Dexterity** check to unlock or requires the **backdoor key**.

Enemies and NPCs

GHoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 Ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SKELETON

Medium undead, lawful evil

Armor Class 13 (Armor Scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 Ft., passive Perception 9

Languages Understands All Languages It Spoke In Life But Can't Speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* (1d6 + 2) piercing damage.

APPRENTICE NECROMANCER

Medium humanoid, neutral evil

Armor Class 12 (15 With Mage Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Saving Throws INT +5, WIS +3

Skills Arcana +5, Religion +5

Damage Resistances Necrotic

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Elvish and any other two languages

Challenge 4 (1,100 XP)

Fey Ancestry. The Apprentice Necromancer has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. The Apprentice Necromancer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Apprentice Necromancer has the following spells prepared:

Cantrips (at will): *Chill Touch*, *Dancing Lights*, *Mage Hand*, *Mending*

1st level (4 slots): *False Life*, *Mage Armor*, *Ray of Sickness*

2nd level (3 slots): *Blindness/Deafness*, *Ray of Enfeeblement*, *Web*

3rd level (2 slots): *Animate Dead*, *Bestow Curse*, *Vampiric Touch*

Actions

Withering Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages Understands Common And Giant But Can't Speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d8 + 4) bludgeoning damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 Ft., passive Perception 10

Languages Understands All Languages It Knew In Life But Can't Speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Contributors

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Contributors are amazing people that support dndadventuresforkids.com with donations. I am very thankful for their contributions. They make it possible for me to find the time to keep writing these adventures. If you want to become a contributor and donate, just visit dndadventuresforkids.com/donations to find out more information. Any donation is greatly appreciated!

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