

LIBRARY OF STARS



A 7TH LEVEL 5E ADVENTURE BY



LIBRARY OF STARS

BY



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TABLE OF CONTENTS

Opus of Starlight	4
PART 1: INTRODUCTION	5
Quick Adventure Info	5
Adventure Summary	5
Running the Adventure	5
Related Gamebook	5
Special Thanks	5
PART 2: THE ADVENTURE	6
Background	6
Amira Embershade	7
Semisa Embershade	8
Adventure Hooks	9
Prologue	9
Act 1: The Ancient Library	10
Act 2: The Curator	14
Act 3: Wrath of Eons	15
Epilogue	15
PART 3: EXTRA INFORMATION	15
Extended Variant	15
The Maps	15
PART 4: APPENDIX A, MONSTERS	16
PART 5: APPENDIX A, MONSTERS	20
PART 6: OPEN GAME LICENSE	21
PART 7: AFTERWORD	22

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High Elf Character: Katyana Leon	8
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Animated Armor: Printable Heroes	17
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Tar Rebirth: ThemeFinland	18
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TOOLS USED

[Homebrewery](#) ||| [Twine](#) ||| [Roll20](#)



OPUS OF STARLIGHT

Amira picked up her backpack, tucked in her hair into her scarf and covered her eyes. She would once more venture into the desert dunes of the west, in hopes of finding what has eluded her for the past month; any sign of where the fabled Library of Stars could be.

Amira had lost the support of half her crew only a week into the expedition. Most of them left her behind because they believed that she was chasing ghosts. Her fervor was unmatched by any other archaeologist in the realm. She would spend days on end going through myriads of books, trying to find the slightest clue that would help her find the location of any ancient site. Any such site, could give her enough knowledge to find other places too. She was always on a hunt to find the next thing down the line of discoveries.

"They are all connected! I am sure of it!" she would say, trying to explain to her peers how the ancient world of Latakar held secrets that were buried and waiting to be found by the archaeological society.

"Do you need an astromancer of a fate-weaver to tell you your fate, or will you stand up and seize the future for yourselves?! We have so much evidence of the existence of the greatest library of all times and all you do is sit and talk of unsuccessful expeditions. If you do not look, you will not find!"

Amira was sure that the endless dunes held a lot of secrets beneath them. If one knows where to look, one can find the secrets beneath the coarse sea of sand.

The only person that believed in her, was her twin sister, Semisa. The high elven twin would very often be at odds, but they both knew that there was more out there. They had made it their life's goal to one day make a big discovery and bring glory to their family name.

Her sister, was gone too. It had been a week since Amira last saw Semisa and she was afraid that her sister had found something that would lead her to the ancient library.

She decided to make camp in a popular nomad site and take the day to study the notes that Semisa had left behind. An hour into it, she found something that clearly showed where the ancient library is located. Excited as she was, she kept reading through the notes and soon enough realized that if Semisa has reached the library, then she must be in dire danger.

"It is... not just a library... it is a dragon's lair..."



INTRODUCTION

Kelfecil's Tales is all about stories and adventures inspired by art. Each adventure focuses on a different featured artist. Unlike the traditional way of creating adventures and then finding art that suits what the story is all about, I get inspired by the art of a certain artist and then create something based on the art itself.

This module's featured artists are: [Cze & Peku](#)

QUICK ADVENTURE INFO

Library of Stars is one of the many short adventures I release on a weekly basis for free. Some quick information about it:

- **Recommended Average Party Level (APL):** 7
- **Experience from Completion:** ~10,000 XP
Feel free to award extra XP for solved puzzles.
- **General Theme:** Search and Rescue
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 (4 to 5 hours) session

ADVENTURE SUMMARY

The adventurers meet Amira through one of the adventure hooks and get involved in her expedition to find the ancient Library of Stars. They eventually find it and then have to find their way to the end of the library by solving puzzles and dealing with the defense systems of the library's many rooms. It all ends with a climactic encounter involving the curator of the library, Zelrygosa.

RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a **One-Shot**, as an **added adventure in your campaign** or as **part of the Starlight Chronicles** setting created by Kelfecil's Tales.



This adventure takes place during the "**Rise of Astromancy**" era in the Starlight Chronicles timeline and setting.

More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

It is generally suggested that you read through this entire module if you plan on running it. Unlike other one-shots where you can read some things on the go, it is a good idea to know more or less everything about this adventure before you start running it for your group.

RELATED GAMEBOOK

With every adventure that comes out, we also release a [Tales of Choice Gamebook](#) to go with it. These are browser-based interactive stories that anyone can enjoy reading and playing at any time.

- They are **fun for anyone to read**, even if you are not taking part in a TTRPG session.
- They are **very short in duration**, taking no more than 5 minutes to complete.
- They are **directly connected to the adventures**, making it perfect to allow someone to share it with their players before or after their next session.
- They are **made with a simple design**, something that will become more complex and interesting in future releases.

SPECIAL THANKS

I would like to extend my gratitude to a few people that really helped this module come to life.

- **My caring partner, Anna**, who has continuously supported me, every step of the way.
- **My good friend and co-writer, Philip**, who is always there to give feedback and help me out with anything.
- **Rachel Eaton**, who once again gave life to another one of my adventures.
- **Cze & Peku, Loot Tavern and Printable Heroes**, for allowing me to use their amazing map art, item art and token art that all helped bring this adventure to life.
- **Katyana Leon**, for making the two elf character illustrations for the purpose of this adventure.
- **All my patreon supporters** who continue to give me feedback and all their love and support.

PATREON SUPPORT

If you wish to support me with writing more RPG modules in the future, you are more than welcome to do so through my [Patreon page](#).

Patreon supporters get **exclusive** adventures and gamebooks, variants of free adventures, extra supplements and short stories!

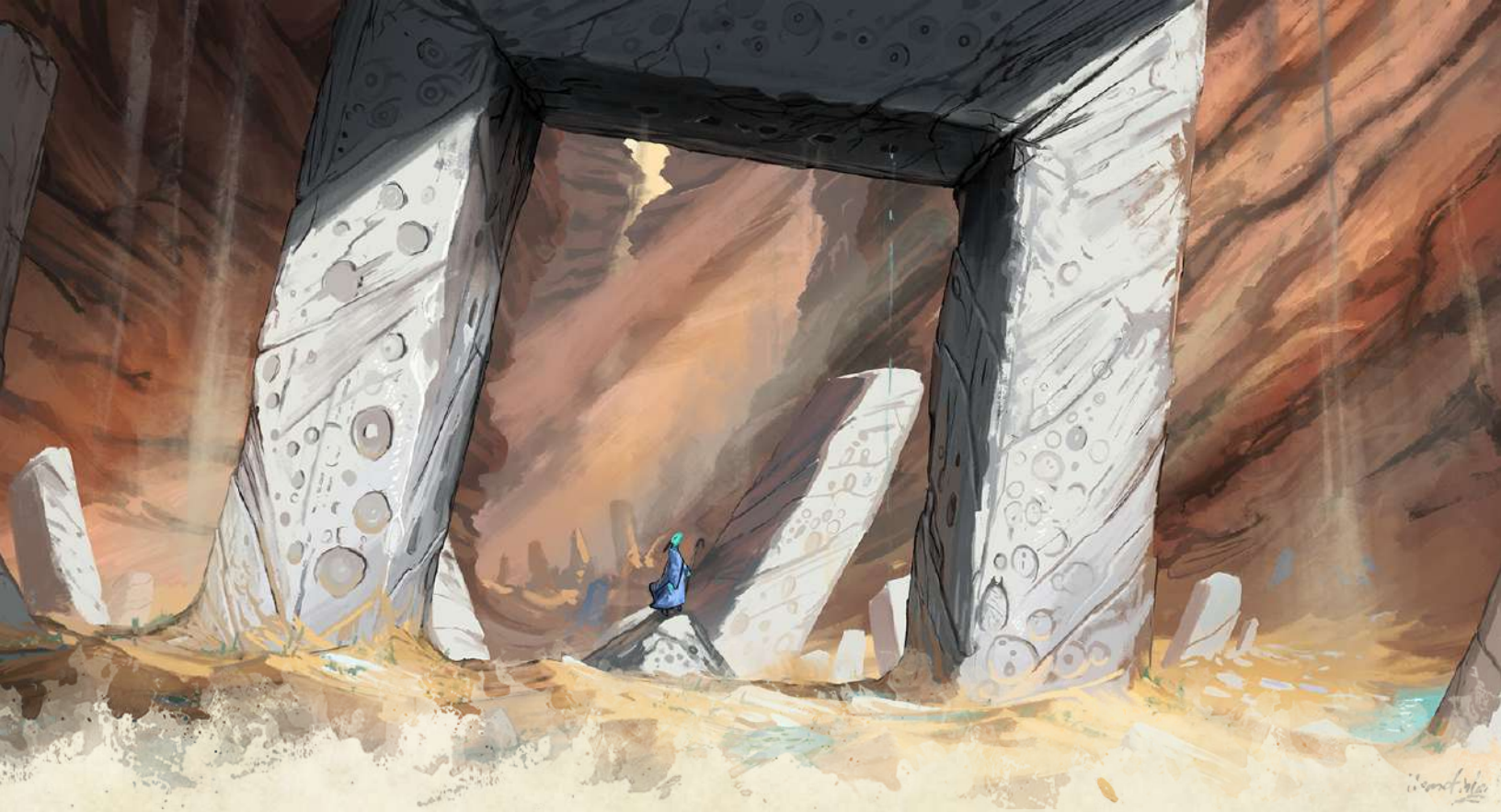
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AN ARCHMAGE'S REQUEST

The main idea behind this adventure was given by one of my Archmage Patrons, *Rex*. I wanted to use this space to thank them for their support and their interest in Kelfecil's Tales. It is quite humbling for me to have people trust me with making a whole adventure out of their ideas.

This is of course an exclusive benefit for those who are subbed at a specific tier like that of the *Archmage*.



BACKGROUND

Before the Astral Conflict, the inhabitants of the realm had gathered so much knowledge over the years, that they had decided to make places where they would store all of that knowledge. They built big and small libraries. Some have since then been forgotten, but the few great libraries of those years are still spoken off in legends and tall tales. One of those, is the great Library of Stars.

Few have ever bothered to try and find out what became of the library after the Astral Conflict and the sundering of the world. It was only a matter of time though, before scholars and archaeologists would start asking questions as to what had become of the great wonder. Amira and Semisa, were the first two to ever make progress on the quest to finding the ancient building. Many of their peers thought that what they are trying to achieve is impossible and in many ways silly, since none had been able to uncover any clues that would lead to the ancient library.

The twins spent at least two years studying ancient textbooks and tales from travelers. The nomads of the eastern dunes of Latakar had a lot to say about the things they had witnessed in their travels and although others did not take those stories seriously, the twins knew that if they connect some of the stories, it might lead them somewhere.

Amira and Semisa eventually made a proper connection between some of the stories and decided to mount an expedition with the hopes of exploring some of the places they thought might be the location of the ancient library. They spent a week traveling through the harsh sandstorms of the eastern deserts before Semisa separated from the group. Amira checked the notes that her sister left behind and realized something that her ambitious sister would not be able to. The texts gave signs that the ancient site of knowledge has been guarded for centuries by a curator. The library was also the lair of a dragon, one that protected the knowledge and works held within the building.

Amira and Semisa eventually made a proper connection between some of the stories and decided to mount an expedition with the hopes of exploring some of the places they thought might be the location of the ancient library. They spent a week traveling through the harsh sandstorms of the eastern deserts before Semisa separated from the group. Amira checked the notes that her sister left behind and realized something that her ambitious sister would not be able to. The texts gave signs that the ancient site of knowledge has been guarded for centuries by a curator. The library was also the lair of a dragon, one that protected the knowledge and works held within the building.

Amira stops at a nearby nomad settlement to resupply and ends up seeking help so that she may go find her sister before it is too late.

CHARACTERS

AMIRA EMBERSHADE

Amira is the only-seconds older high elven sibling of the twin enthusiastic archaeologists. She is a passionate academic with a distinct love for linguistics. She is now in her thirties, an age considered quite young for most high elves, and although she has already spent 5 years studying everything archaeology, she is still excited to learn more about pretty much everything.

Amira has spent her last year going through all sorts of books and stories that mention the Library of Stars. She has been aching to make a connection because she believes that if she finds it, a lot will be revealed about the world's history. Not only that, but finding a library can only mean that her knowledge will increase and it will lead her to finding more things.

All her efforts of finding ancient things and places are purely in service to the people around her. She believes that everyone can benefit from the knowledge that our ancestors left behind them. She does indeed wish to make her name known, but not to the point where she will antagonize others in order to do something on her own.

- **Unique Phrase:** Amira will often say "that belongs in a library..."
- **Desire:** Amira wants nothing more but to explore the world and discover all its secrets. She also wants to make her name known, but that is not her priority.
- **Fear:** Amira fears that the longer people take to explore the world, the more things will be lost and forgotten.
- **Misbelief:** Amira does not believe that there has even been a good enough reason to destroy knowledge.

Amira has very low stats as she is not trained in any special class. She is an archaeologist and is therefore treated as a commoner with just a bit better than average stats. Same applies for her sister, Semisa.



AMIRA EMBERSHADE

Medium High-Elf (any race), any alignment

Armor Class 12 (cloth robes)

Hit Points 34 (6d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	18 (+4)	17 (+3)

Senses passive Perception 14

Languages Common, Elvish, Sylvan, Draconic, Celestial
Challenge 0 (10 XP)

Actions

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

SEMISA EMBERSHADE

Semisa is much more passionate than her sister. She is passionate about different things though. As much as she cares for uncovering the secrets of the world, she has always told her twin sister that they should find things that would put their family in a position of power.

Semisa has witnessed the unfairness of the world while growing up. Although Yhasey is a city that is welcoming to everyone, the more religious people either see twin siblings as a blessing or a curse to the world, due to their connection to the Astral Siblings. Most scholars and priests though, know very little about who the Astral Siblings really are and therefore do not understand that the connection they are making is nothing more than just superstitions.

Being brought up in a family that cares about discovering the world, Semisa fell in love with the idea of archaeology and the potential discovery of powerful artifacts. Every day, she would annoy her dad, asking him to tell her about more artifacts of the old world. Eventually, her father ran out of things to tell her and that is when he decided to send them both to study as archaeologists.

Semisa has a distinct lack of empathy for the creatures around her and wishes only to grow in power. This does not mean that she is evil though, only selfish to a certain point. She would still lay down her life for her sister if such a moment comes to happen.

- **Unique Phrase:** Semisa will often be heard lightly scoffing in reply to various things.
- **Desire:** Semisa wants to find ancient items that hold power that she might be able to wield. She cares a little bit more than she should about what others think of her.
- **Fear:** Semisa fears that she will live the rest of her days as a pawn to other people's grand designs, unless she makes a great discovery and in turn a name for herself.
- **Misbelief:** Semisa does not believe that she needs help to accomplish a great deed. She is sure that she is strong and smart enough to handle things on her own.



SEMISA EMBERSHADE

Medium High-Elf (any race), any alignment

Armor Class 12 (cloth robes)

Hit Points 34 (6d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	12 (+1)	16 (+3)	18 (+4)

Senses passive Perception 14

Languages Common, Elvish, Sylvan, Deep Speech, Dwarvish

Challenge 0 (10 XP)

Actions

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

ADVENTURE HOOK

A few possible ways to introduce this adventure as part of your campaign or just as a one-shot:

- **Special.** One of the adventurers is looking for something in a desert environment or has reasons to believe that a certain person in a specific nomad camp has information for them that they need for a campaign-specific quest. The players reached the nomad camp and Amira approaches them, asking them for their help with reaching the ancient library.
- **Curiosity.** The players are told of an archaeologist that is looking for the ancient library. This could either happen at the city where Amira and Semisa started from (Yhasey if you're playing in *Starlight Chronicles* setting) or at a nomad camp that the players happen to find themselves at. Their curiosity is piqued and they find Amira who tells them that she needs their help with reaching the ancient library.
- **Reward/Kindness.** The adventurers find themselves passing by a nomad camp where an archaeologist is seeking to hire help for her expedition. They are briefly told of the ancient library and the reward that comes with assisting Amira with her expedition.

PROLOGUE

Once you have decided on an adventure hook, you may start the adventure by saying the following.

You rest for the night in your tents and as the cold touch of the night desert gives way to the warmth of the morning dunes, so does the light reveal once again all that was once hidden by darkness. You all get ready and you meet up with the rest of the expedition's group. Amira seems confident and more than ready to begin the journey.

"It should take no more than a day!" she says as she gets on top of her camel, riding forward into the endless sand sea.

Feel free to ask the players if they would like to ask Amira any questions while they are travelling. Otherwise, you may read the following and then progress to [Act 1: The Ancient Library](#).

Eight hours pass and you finally find yourselves in front of a ravine in a rocky area. Amira takes out a parchment and reads out in a soft voice "Past the dunes and into the darkness, hidden within a leap of faith is the knowledge of the stars..."

She turns to you and says "this must be it..." before taking another step closer to the ravine. The closer you approach it, the more it becomes clear that there is a rather concealed path that leads down towards the bottom of the ravine.

A single beam of sunlight makes it to the bottom of it, but it is enough to illuminate part of the entrance which reads in the ancient language of Latakar "The Library of Stars".

Amira stands in front of the entrance in complete awe and then slowly turns just her head to look at you. She says "are you ready, adventurers?"

Amira asks the rest of the expedition to stay behind as she would like to explore the library together with just the players by her side.

Move to [Act 1: The Ancient Library](#).

On this page, you can see the full layout of the library.

Get full-sized versions of all the maps included in this adventure (plus gridless and other variants) from [Cze & Peku's Patreon](#).



ACT 1: THE ANCIENT LIBRARY

ROOM 1: ATRIUM OF STARS

When the players enter the Atrium, read the following text:

You enter what seems to be the entrance hall of the library and immediately realize that everything inside of it is still intact. There is the distinct musty smell of paper in the air and it is quite surprising to all of you how an ancient library that was lost for centuries could be in such perfect condition.

Amira seems to be in complete shock as she is looking all around her, trying to take in all that she is witnessing.

"This is it... It really exists... This changes so much!"

Amira's monologue is suddenly cut off by an echoing voice that is heard all over the hall.

"Welcome to the Library of Stars. You are now in: The Atrium of Stars."

As soon as you are done reading that, you may let the players explore the place however they want to. You can roleplay Amira whenever you feel the need to guide them down a more linear path, but make sure you let them investigate anything they want in each room.

● **"Investigation."** A successful **DC 13 Investigation check** will allow someone to connect what some of the notes on the receptionist's table (**1. on the map**) have written on them. They have various names and dates written on them. The player investigating this understand that these are people that visited the library centuries ago. What they will also notice is that their real first and last names are being magically written in a notebook while they are reading it. This is the library's automated system which tracks who enters and leaves the library.

This is a perfect opportunity to have some of the lore from your campaign be involved. Maybe someone the players have heard of in legends visited the library, or one of the adventurers' very distant relative was here a few centuries ago. There are many ways to connect this to your own story.

● **"History."** A successful **DC 17 History check** will allow someone to identify the two items on display behind the reception desk (**1. on the map**). The one on the left is the "Encyclopedia Chronica" which includes writings from scholars that studied the flow of time. The one on the right is the "Scroll of Perpetuity". Those are both ancient items and Amira will definitely want to put them in a museum when she comes back to pick them up later. On a failed roll, the player does not understand what the items are a tall, but you could always have Amira investigate them and explain what they are.

➔ **"Encounter!"** When the adventurers go around investigating, if they touch any of the books on any of the bookcases at the bottom part of the Atrium, the x2 **Library Guardians** will come to life and attack them. These golems are the library's front defense system.

When the adventurers go through the door above the reception desk, they find themselves in a small oasis-like room. Feel free to read the following:

You suddenly find yourselves with a much warmer, oasis-like room. You can feel the beach sand on your feet and the smell in their is suddenly much more pleasant.

➔ **"Encounter!"** If anyone touches the waters, a **Hunter Shark** will jump out to attack them. This is a weak creature that can only breathe underwater so the players can choose to just avoid fighting it and move on. Amira will question the shark's existence though and say something like *"I wonder how this creature has survived in here. Someone must be feeding it."*

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© "History/Arcana/Religion." A successful DC 18 History/Arcana/Religion check will allow someone who goes through any of the books in any of the three specific marked locations in the upper side of the Atrium (4. on the map) to discover information about something really old. If you are unsure of what you could add for this information, you could potentially mention something relative to the history of Latakar.

More information about Latakar can be found in the available for free [Of Starlight and Void supplement](#).

Both of the staircases to the north lead to the next room, the **Vault of Chronicles**.

ROOM 2: VAULT OF CHRONICLES

When the players enter the Vault, read the following text:

You find yourselves in a dark room that is heavily illuminated by luminescent bookcases that shine with a bright yellow light, as well as a floor that is beaming with the light of the moon. There are latin numerals visible on each of the bookcases and they all form a circle around a central column. There are various illustrations on the ground and Amira is already on her knees trying to study them and make sense of them.

A voice is heard once again throughout the whole room and it says "Now entering "The Vault of Chronicles."

The illustrations make little sense to the players, but Amira will tell them they actually are a reference to an old poem.

*"Hear my story and heed my call
or perish just like them all
A day flies like the wind
If a month could only sing
The seasons would all then bring
What none of us can think
Eternity and hope
In a land full of smoke"*

© "History." A successful DC 16 History check will allow someone to instantly recognize what story Amira speaks of. The poem is called "Seasons of Four" and it refers to the ever changing climate of the realm as time passes.

➔ "Puzzle!" The only way for the players to progress is by solving the puzzle associated with this room. The way it works is that the players will have to take a book from each one of 4 bookcases in whatever order, as long as those bookcases are 4 bookcases 2 bookcases apart from each other. This basically segments all of them into quarters, representing the four seasons.

An example for this is given on the map and is marked with 1., 2., 3. and 4. as the potential bookcases that the adventurers could use to solve the puzzle.

➔ "Encounter!" Every time the adventurers mess up, x2 [Magical Brooms](#) show up to clean up the place, magically lift the books that were pulled out and put them back in place. If someone is holding the book in their hands, the broom will attack them. Make sure you have Amira share an extra hint about how to solve the puzzle every time the players fail to solve it.

You could potentially add some lore and extra information to the books that the players pick up, but that is up to you. As soon as the puzzle is solved, the middle part of the room opens up and a spiral staircase is revealed, leading downwards to the **Cosmicarium**.



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ROOM 3: THE COSMICARIUM

When the players enter the Cosmicarium (from the top left), read the following text:

You reach the bottom of the spiraling staircase, finding yourselves in a room filled with huge model of the realm's solar system in the middle of the room. The ground looks as if you are walking on the emptiness of space as stars and nebulas can be noticed far into the distance of it if you look at it for long enough. It is a rather breathtaking sight and the amount of bookcases around you is probably the only thing that feels familiar again.

As Amira walks forward, astonished by what she is seeing, the echoing voice is heard again, this time saying "Welcome to the Cosmicarium."

This room is once again filled with many books, so you could have the players exploring and researching what the room has to offer in terms of knowledge. Amira will be eager to move forward though as she will start getting more and more restless about finding her twin sister who she thinks might be in danger.

Most books have information about the Astral Plane and the various cosmic bodies around the realm of Latakar.

➔ **"Puzzle!"** The only way to open the door (4. on the map) that leads to the next part of the ancient library is by solving the puzzle associated with the big solar system model in the middle of the room. A player or Amira herself can climb to the middle and investigate the center of the model. They will notice that there is an engraved message on it that says the following.

*The stars are made of gold
and space is all but empty
should they all be sold
I will be rich aplenty
The tale now retold
the legend of the astral sentry
The sky rings I hold
Astral gods, help me*

The way to solve this puzzle is by having two people simultaneously touch the two ringed planets on the model. As soon as that happens, the door to the next room opens (4. on the map).

➔ **"Encounter!"** As soon as the puzzle is solved, x3 [Animated Armor](#) creatures will also manifest in each of the marked (3. on the map) locations on the map. As soon as they are defeated, the middle of the system model opens up and a cube item can be seen in the middle.

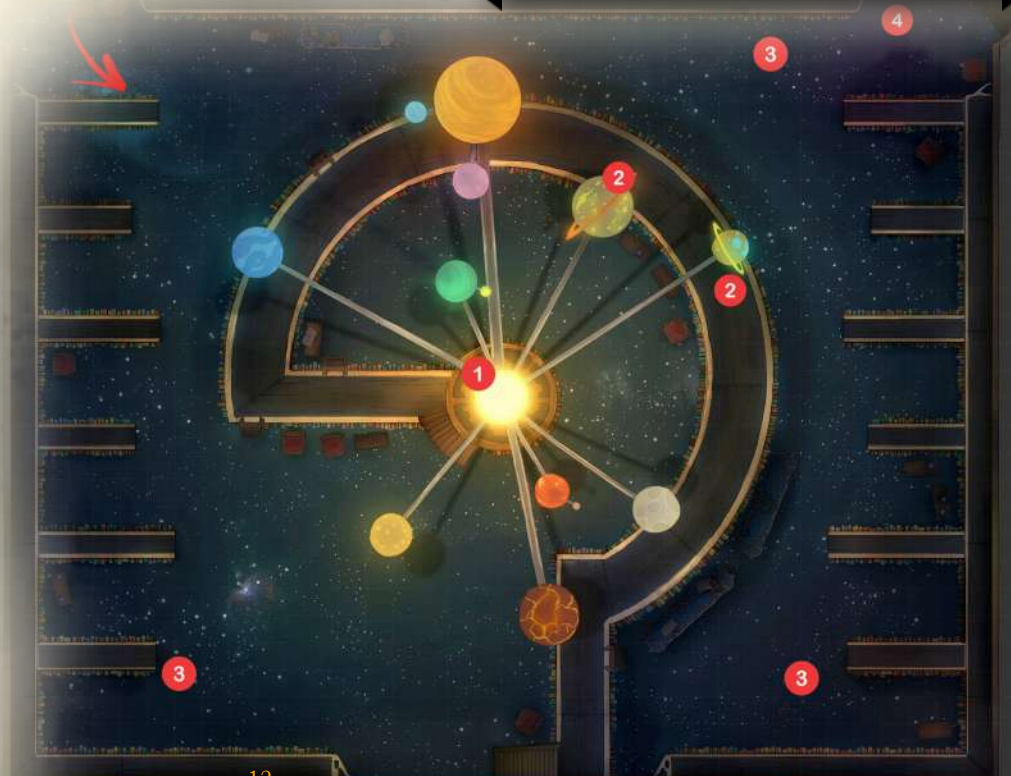
The cube is actually a [Gravity Cube](#) and it is extremely powerful in the hands of the right person.

The players then move on to the next room, the **Athenaeum of Void**.

Check out [Loot Tavern's Patreon](#) for so many more amazing items, all with unique art and really interesting stats to enrich any game.



Get a full-sized version of this map (plus gridless and other variants) from [Cze & Peku's Patreon](#).



ROOM 4: ATHENAEUM OF VOID

When the players enter the Athenaeum (**from the left**), read the following text:

You enter a room that has a dim purple light illuminating the entirety of it. The air feels thicker and the smell has changed to something slightly foul. Only a few seconds after you step into the room, you hear the voice of the library once again saying, "Welcome to the Athenaeum of Void."

You could explain to the players that they see a long table in the middle which is being illuminated way more than any other part of the room. It has some books and notes left on it and most of the chairs are left in an untidy fashion.

☉ **"Sense Void."** Anyone able to **Sense Void** immediately feels the presence of Void corruption in the room. The closer they get to the table, the more intense that feeling becomes. They can then trace the corruption all the way to its source which is a book called *The Endless Void*. In order to destroy such a book, one must cast a **Starlight** spell on it. If it is destroyed, the room is cleansed of the corruption.

This is a unique spell, available to some of the special subclasses in the Starlight Chronicles setting.

☉ **"History/Arcana."** A successful **DC 16 History/Arcana check** will allow anyone who studies the leftover notes on the table (**1. on the map**) to understand that they all mention ancient Void rituals and spells that are unknown to the modern world. If you really want the players to find out about this, you could have Amira study them and tell them about it.

➔ **"Encounter!"** A few moments after the players approach the big table, x4 **Void Elementals** will spawn at the sides of various parts of the room and will rush towards the adventurers to kill them. The corrupted creatures spawn at the marked (**2. on the map**) places.

Once the corrupted elementals are defeated, the room will stop having the heavy atmosphere it did before and the lights will become more natural yet still dimmed. A few books will be heard dropping on the ground and a bookcase will on the eastern side will be seen (or heard) opening to reveal a secret passage (**3. on the map**).

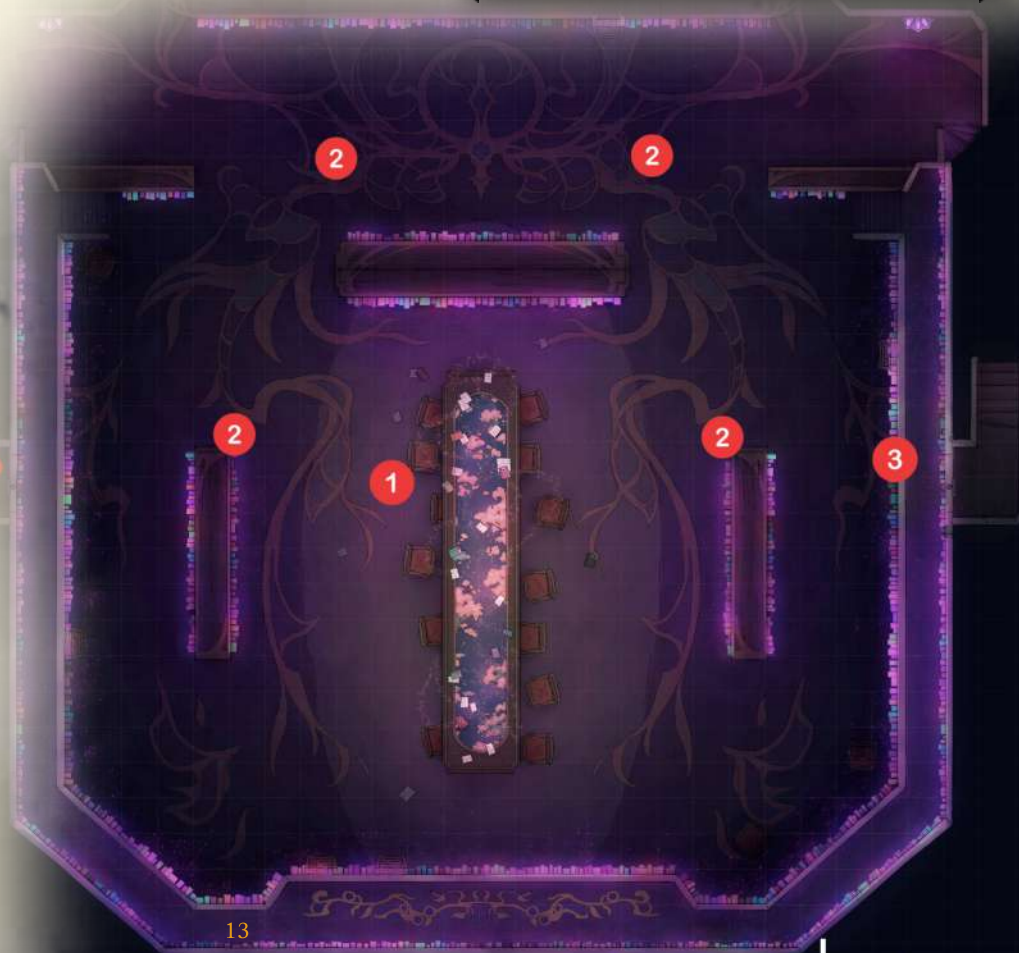
Once the corruption fades, Amira will notice a potion bottle on one of the bookcases that was previously hard to see. She will pick it up, examine it and then give it to one of the adventurers. This is the **Potion of Plana Infusion**.

The opened secret passage leads to the last part of the library and also its central point, the **Helix of Knowledge**.

Check out [Loot Tavern's Patreon](#) for so many more amazing items, all with unique art and really interesting stats to enrich any game.



Get a full-sized version of this map (plus gridless and other variants) from [Cze & Peku's Patreon](#).



ACT 2: THE CURATOR

ROOM 5: HELIX OF KNOWLEDGE

When the players enter the room, read the following text:

You enter a room with a large pit in the middle of it. The pit seems to be an endless spiral of book shelves. You immediately notice to the south of the pit, a female elf with white hair and horns extending from the back of her head. She is holding what seems to be a staff that is radiating with black energy at the edge of it. You notice she is looking at the pit and soon enough you also see what seems to be an elf dangling in the air, helpless. She looks exactly like Amira, but has different clothing.

"Semisa! Are you ok dear sister?!" screams Amira to her helpless twin sister that is levitating above a bottomless pit.

"Amira! You should not be here! We made a huge mistake! You should run!" Semisa shouts back to her. Suddenly, the white haired elf turns to Amira and the rest of you and she says in a very calm voice, "it would be remiss of you not to meet the curator of the library after such an eventful visit, don't you think?"

"I know what you are monster! Keeping this library hidden can only be the wish of someone as selfish as a blue dragon! Someone like yourself!"

The woman aims the staff at Amira and says in a booming voice "I am the beginning and the end of all that is known! I am Zelrygosa, last of the blue dragonkind and I preserve the knowledge that others seek to use in order to wreak havoc upon the rebuilt world! Nobody is ready for what is offered in this sanctum of knowledge... YOU are not ready for it either and since you have discovered it, you shall perish!"

→ **"Encounter!"** As soon as she stops the short monologue, [Zelrygosa](#) will attack the adventurers. This fight is quite a difficult one and the only way you can adjust the difficulty is by reducing some of Zelrygosa's stats or by altering her behavior in combat so that she does not completely overpower the players.

Zelrygosa's stats, her Lair Actions as well as how to play her in combat are all detailed in [Appendix A](#).

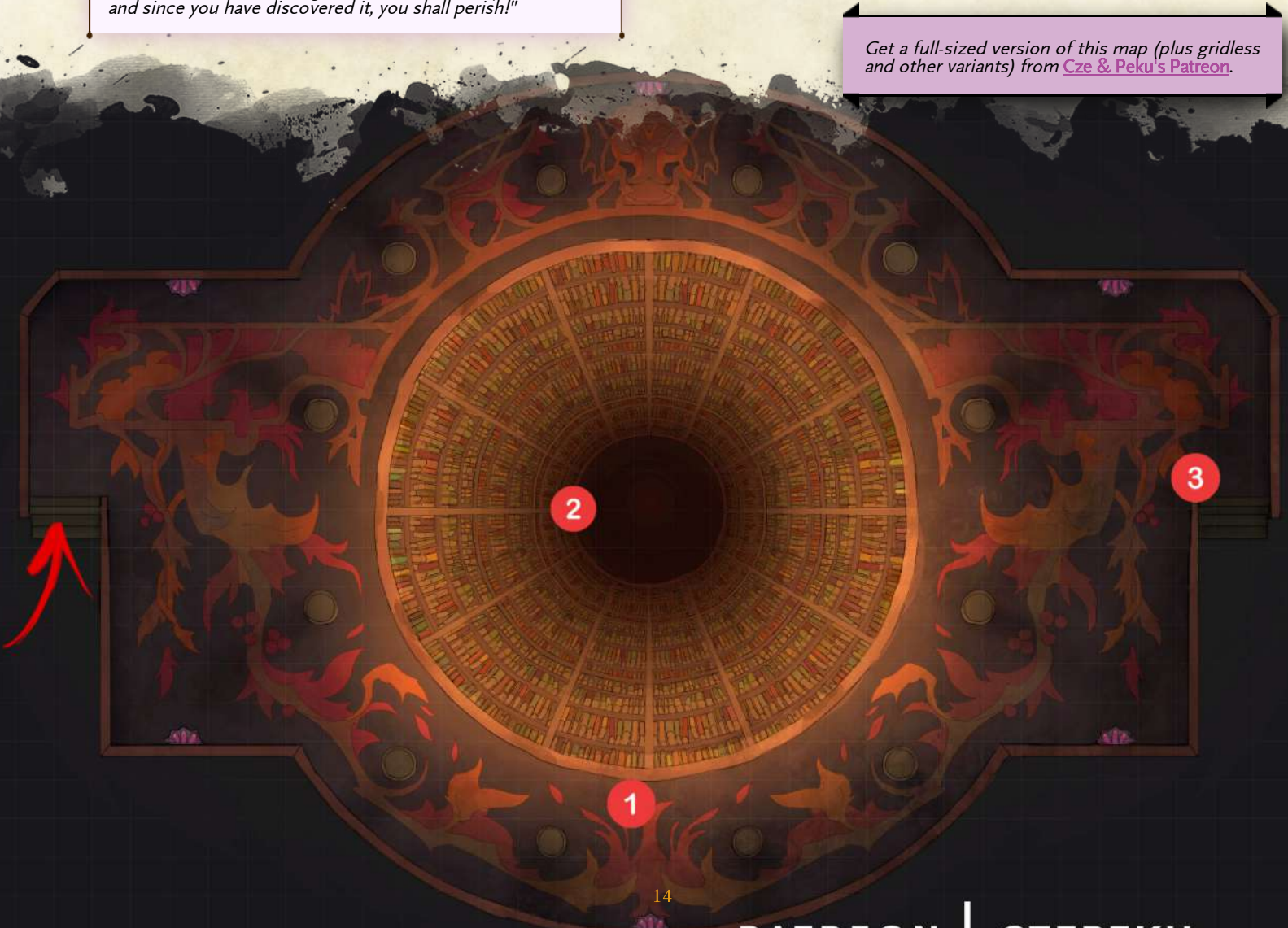
Amira is powerless, but will be trying her best to get her sister out of the pit. The pit allows any creature that falls into it to hover freely in all directions. Semisa is actually there by choice. She was trying to go through some of the books in the Helix when Zelrygosa found her. She will not want to come out of the Helix, even while the adventurers are fighting Zelrygosa. You can play out the discussion that takes place between Amira and Semisa throughout the fight.

Semisa will only agree to come out of the pit once she sees Zelrygosa change form and realizes how dire of a threat the curator of the library actually is.

As soon as Zelrygosa is brought to half her HP, she will enrage and start shapeshifting back to her original dragon form. Amira will then suggest running away and out of the library, before they suffer the wrath of the ancient blue dragon.

Move on to [Act 3: Wrath of Eons](#).

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ACT 3: WRATH OF EONS

In this part of the adventure, you have to play out how the adventurers are trying to escape the ancient library while being chased by Zelrygosa who will be trying her best to slow down and kill anyone she can.

This Act also presents the perfect opportunity to have one of the two NPCs be caught by the blue dragon as it may add a more dramatic flair to your short adventure session. I personally recommend having Amira fall behind and suffer an untimely end by the dragon's claws.

While running backwards, it is up to you how many extra things you would like to add to the chase in order to make it more difficult. For example:

- In the **Athenaeum**, you could add another Lesser Void Elemental that could try and hit the adventurers while they are running.
- In the **Cosmicarium**, you could add a couple Animated Armors that could try and stand in the way of the adventurers.
- In the **Vault of Chronicles**, you could add more Magical Brooms that will try and trip any of the adventurers.
- In the **Atrium**, you could have the two statues to the north come to life and slowly approach the adventurers in an attempt to stop them from escaping.

Should the adventurers manage to escape, they will see the entrance to the ancient library collapse behind them, forever trapping the blue dragon along with all the knowledge below huge piles of stone and dust.



EPILOGUE

If both Amira and Semisa survived, then you can have Amira scold Semisa and ask her why she acted in such a stubborn way.

If only Semisa survived, then you could have her make a monologue, saying how much she loved her sister and how it is all her fault for what happened to her. She will express a lot of guilt and even start crying.

After that, no matter what happened in the final act, you can read the following to close the adventure:

It takes courage to search for the things that others dare not even speak of. It takes even more courage, to be willing to give your life to find them.

We try to learn so much, in order to potentially fill in all the emptiness that we feel within us. We try to learn as much as we can while forgetting a lot of other important things in the process.

In the end of the day, when it comes to knowledge, the only true wisdom is in knowing you know nothing.

EXTENDED VARIANT

This entire module is more than enough to run a full one-shot adventure. If you would like to get a bit more out of it though, then you can find the slightly extended version that is exclusively available for [Kelfecil's Tales' Patreon supporters](#). The Extended Version includes an extra map and an extra encounter that are both placed at the end of the story.

THE MAPS

The beautiful maps by **Cze & Peku** can be found without GM Notes at the following links:

- 1st map; [The Great Library - Ground Floor - Day](#)
- 2nd map; [The Great Library - Chrono Room - Night](#)
- 3rd map; [The Great Library - Orrery - Night](#)
- 4th map; [The Great Library - Violet Study - Night](#)
- 5th map; [The Great Library - Forbidden Library - Day](#)

For more variants and gridless versions, make sure you check out [Cze & Peku's Patreon page](#).

APPENDIX A: MONSTERS

If you are looking to populate your adventures with more monsters and creatures from the world that Kelfecil's Tales takes place in, then make sure you check out the free supplement [Of Starlight and Void supplement](#).

HUNTER SHARK

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



LIBRARY GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (0)	10 (+0)	10 (0)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

Challenge 4 (1,100 XP)

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

Actions

Multiattack. The Guardian makes two slam attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.



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ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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



ANIMATED BROOM

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone

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

Senses blindsight 30 ft., passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The broom is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the broom remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Broomstick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Animated Attack. *Reaction:* If broom is motionless and is grabbed, the broom makes a Dexterity check against the creature's Strength. If the roll is successful then it flies out of the creature's grasp and immediately makes a melee attack with advantage against the creature.

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LESSER VOID ELEMENTAL

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities Any Starlight Magic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities void

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, Primordial

Challenge 3 (700 XP)

Void Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Corrupted Essence. The elemental is made of the Void and any creature that comes in direct contact with it takes **x1 times corruption**. Direct contact means that the creature's skin must touch the elemental.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage +2 void damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 10 (2d8 + 2) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 10 (2d8 + 2) bludgeoning damage and take **x2 times corruption for each turn** it spends there. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 12 Strength and succeeding.

ZELRYGOSA, THE CURATOR, HUMANOID FORM

Medium Elf, lawful evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP)

Spellcasting. Zelrygosa is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks). Zelrygosa can cast the following spells at will:

Cantrips: *shocking grasp*
1st level (2/day each): *thunderwave*
2nd level (2/day each): *gust of wind*, *cloud of daggers*
3rd level (1/day each): *counterspell*, *call lightning*

Actions

Double Action. Zelrygosa takes two actions: one with a spell or her Lightning Breath and one by using her staff.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Singularity. Zelrygosa may use spend an action to [use her staff](#) to try and push enemies into the pit in the middle of the room.

ZELRYGOSA, DRAGON FORM

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Dragons, in the realm of Latakar (Starlight Chronicles setting), can change into a humanoid form at will at any given time. There are a few restrictions to it but it is generally very easy for them to switch back and forth. They take on a humanoid form so that they may blend in with the rest of the creatures around them.

Although the pit allows people to levitate, Zelrygosa is the one that controls the magic around the pit and can at any time cancel the levitation spell and force people to fall to their death. Make sure you have Amira explain that this is what the curator is trying to dispose of them.

LAIR ACTIONS:

Zelrygosa may spend one of her actions to do any of the following once every 4 turns. Increase this cooldown by one every time one of these actions is used.

- Summon x2 [Animated Armors](#) to fight alongside her.
- Summon x1 [Library Guardian](#) to fight alongside her.
- Summon a tornado of books that comes from the helix pit. She can launch this tornado towards her enemies, forcing them to lose their balance and making it easier to move them. The tornado takes up as much space as large creature, lasts for 1 round and moves at the speed of 30 ft. right after Zelrygosa has taken her turn. Anyone caught in it is forced to make a Dexterity Saving throw and on a failed roll be forced to move 1d4 spaces towards the pit.



APPENDIX B: ITEMS

The following items were made by the awesome [Loot Tavern](#) who makes all sorts of items that can fit perfectly into your campaign or one-shot adventures. Below are three of the items that were created for the Astral theme releases Loot Tavern made.

GRAVITY CUBE

Using the same dunmantic technology as the one that powers the vessels of the astral plane, this cube is capable of manipulating gravity with a confined area.

This cube has 10 charges and regains 2d4+2 charges at dawn. As an action, you can program and throw this cube to a surface you can see within 50 feet of you, where it sticks to the surface. A 30-foot-radius sphere centred on that point becomes warped in one of the following ways:

- **Nullify (1 Charge/Turn).** Gravity in the area is nullified causing all objects and creatures to drift freely. When the cube activates, each creature must make a DC 15 Dexterity saving throw. On a failure, a creature floats away from its nearest surface so that it levitates listlessly in mid-air. On a success, a creature clings to the nearest surface. For the duration, creatures can only move within the area by pushing off surfaces or other creatures.
- **Intensify (1 Charge/Turn).** Gravity in the area is intensified. For the duration, a creature that moves in the area must spend 3 feet of movement for each foot that it moves, and each creature's jump distance is divided by 3. A flying creature that starts its turn in the area, enters the area for the first time on a turn, or tries to begin flying in the area, must make a DC 15 Strength check or be pulled to the ground and have a fly speed of 0 until the start of its next turn.
- **Attract (2 Charges).** Each creature and unsecured object within the area must succeed on a DC 15 Strength saving throw or be pulled 20 feet towards the cube. Creatures and objects that collide as a result of this, each take 1d6 bludgeoning damage. This effect is instantaneous.
- **Repel (2 Charges).** Each creature and unsecured object within the area must succeed on a DC 15 Strength saving throw or be pulled 20 feet directly away from the cube. Creatures and objects that collide as a result of this, each take 1d6 bludgeoning damage. This effect is instantaneous.

POTION OF PLANA INFUSION

Meticulously crafted from the touch of starlight, the light of a black hole and the sound of vacuum, this silver liquid forms a swirling galaxy when left to settle.

Planar Infusion. After imbibing this potion, your mind, body and soul become bound with that of an entity from another plane. Roll a d8 and consult the table to determine the entity. You gain the statistics of that creature as per the *Polymorph* spell. These effects last until 10 minutes elapse, you fail a saving throw against the *Banishment* spell (which banishes the planar entity, not you), or your assumed form is reduced to 0 hit points. *Dispel Magic* does not end the potion's effects.

COOKIE TASTINESS

d8 Plane	Creature
1 Air	Air Elemental
2 Earth	Earth Elemental
3 Fire	Fire Elemental
4 Water	Water Elemental
5 Fey	Green hag (with spellcasting)
6 Shadow	Wraith
7 Positive	Unicorn
8 Negative	Incubus/Succubus

Consequences. After the duration elapses, your mind is strained and can even break. Make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

SINGULARITY

This is the weapon that Zelrygosa wields.

With a thought, this staff opens up a tiny portal to the event horizon of a black hole, moulding the warped space-time into a spearhead of flickering force energy.

Gravity Shard. While holding the weapon, you can use a bonus action to produce a spear-head of force energy, shedding bright light for 10 feet and dim light for an additional 10 feet. The weapon can be used as a quarterstaff or a spear and deals force damage instead of the weapon's usual bludgeoning or piercing damage, plus an additional 1d4 force damage on a hit. In addition, you can use either Intelligence or Strength as the ability modifier for attack and damage rolls. The energy lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

Gravity Shunt. As an action you can use the weapon to telekinetically move creatures or objects within 50 of you.

- **Creature.** You can try to move a Medium or smaller creature. The creature must succeed on a DC 15 Strength saving throw or be moved up to 10 feet in any direction, including upward. A creature can choose to fail this saving throw.
- **Object.** You can try to move an object that weighs up to 100 pounds. If the object isn't being worn or carried, you automatically move up to 10 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, the creature must make a DC 15 Strength saving throw. On a failure, you pull the object away from that creature and can move it up to 10 feet in any direction where it falls to the ground.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

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VERSION 1.0A

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Afterword

Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

I would like to thank the featured creators, [Cze & Peku](#), [Printable Heroes](#) and [Loot Tavern](#) once again for allowing me to use their work to bring life to this adventure.

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