

# THE GRAND LIBRARY

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**BUILT BY THE GODS  
UTILIZED BY MAN**

**A MAGICAL LIBRARY, HOUSING TOMES THAT INSTILL TRAITS IN READERS**



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The Grand Library  
Version 0.1  
Design By Marty Schmidt

# THE GRAND LIBRARY

**S**olomon's Rise; Cloister of Scholars; Oghma's Shelf; The Sage's Reprise. The **Grand Library** has gone by many names throughout time. It is a large building that has stood the test of time, making it one of the great wonders of the material plane. It is said that this building was erected by the god of creation, **Moradin**, himself.

It is a large building imbued with magic, cascading down into the very tomes that reside within. Individuals who read from these now magical tomes are imbued with a portion of its magic and experience a slough of variable traits.

**Construction** The building of the Grand Library was no minor undertaking for the gods. *Moradin* spent his time fine-tuning the structure and imbuing the framing with magics that led to its enduring legacy. *Syreth* began weaving in her protections and barriers that led to the regenerative nature to the building and the books within. Her magics were, additionally, the reason as to why the tomes are not able to be taken from the library or damaged in any way. *Boccob* and *Ioun* placed enchantments on the whole facility, giving the tomes their trait-giving magics.

*Mystra's* contribution to the library was the creation of a magical title known as **The Grand Librarian**. This title is given to one individual for their entire life. This individual spends their entire life caring/protecting the library and vetting anyone looking to utilize the traits given by the tomes. The librarian is given the ability to "break" the magical rules the library is bound to through the godly enchantments.



## THE GRAND LIBRARIAN

*Medium humanoid, chaotic neutral*

**Armor Class** 14

**Hit Points** 106 (10d12+11)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	20 (+5)	18 (+4)	14 (+2)

**Saving Throws** Int +5, Wis +5

**Skills** Arcana +5, History +5, Investigation +4, Perception +3

**Senses** Darkvision 60ft., Passive Perception 16

**Languages** Common, Celestial, Dwarvish, Elvish, Gnomish, Halfling, Draconic, Sylvan, Infernal, Undercommon, Aarakocra, Thieves' Cant, Druidic  
**Challenge** 11 (7,200 XP)

**Breakin' The Rules** Before use, the DM can choose up to 10 of the tomes in the Grand Library and apply the effect to The Grand Librarian.

**Speed Reader** The Grand Librarian is able to read things at twice the speed.

**Innate Spellcasting** The Grand Librarian is able to cast the following spells:

- *At Will:* Guidance, Light, Mage Hand, Mending, Message, Prestidigitation
- *4/day:* Comprehend Languages, Detect Magic, Identify, Purify Food and Drink, Unseen Servant
- *3/day:* Levitate, Locate Object, Silence, Zone of Truth
- *2/day:* Dispel Magic, Remove Curse, Tongues
- *1/day:* Legend Lore, True Seeing

### Actions

**Ruler Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6+1) bludgeoning damage.

**Dart Ranged Weapon Attack:** +3 to hit, reach 30 ft., one target. *Hit:* 3 (1d4 + 2) bludgeoning damage.

## TOME RULES

Those who read from the many tomes of the Grand Library will adopt temporary traits associated with the knowledge inside. There are rules and stipulations involved with these effects. These rules and stipulations are as followed:

- A person may only have one book's effect at any given time.
- It takes  $1d4 \div 2$  days to completely read one book; effect only applies after book is completed.
- No books may be taken out of the library for any reason.
- The effect from a book lasts up to 6 months unless manually dispelled by the Grand Librarian.
- The books are indestructible.
- Only one person may have an effect from any single book at any given time.
- The effect from a book cannot be dispelled or changed until 48hrs after the book was read.

## MECHANICS OF LIBRARY USE

When a player browses the shelves, follow these steps:

- 1) Have the player roll 1d4 to determine how many books they will be able to choose from.
- 2) Then have them roll 1d100 as many times as the previously rolled number, to find which books are chosen from the list.
- 3) The DM then rolls a 1d100 to signify a chance of a read book overlapping with another person.
- 4) If the player chooses the one the DM rolled, they still spend the time reading the book but gain no effect.

## TOMES OF THE GRAND LIBRARY

1d100	Name of Book	Effect	1d100	Name of Book	Effect
1	<i>Kamasutra: How to Enchant Your One-handed Sickle</i>	+1 development; proficiency with Kamas	11	<i>The Call of the Collie</i>	Gain the ability to grow gills when underwater
2	<i>Biology &amp; Botflies: How to be the life of the party</i>	Reduce max HP by 10 points; swarm of insects ability; develop ability to speak the main insect language	12	<i>Juniper: The Flooring of an Alcoholic</i>	-1 to Constitution and +2 to Charisma
3	<i>Heubert's Herbology for Beginners</i>	Add a +1 to nature, medicine, survival skills	13	<i>The Folly of the Fey</i>	Gain advantage on attack rolls against Fey; the skin of the individual turns to stone and gains the benefits of the spell Stoneskin; -3 to steal
4	<i>Read This God Damn it!</i>	Player is charmed into reading this book until another player takes an action to snap them out of it	14	<i>Sherlock Bones: The Great Lich Detective</i>	+1 to investigation, insight, perception, and history
5	<i>Sowers of Seeds</i>	+4 to nature	15	<i>The Art of Deception</i>	Nothing happens
6	<i>Vial Temptations: A Potion Maker's Guide to Charming</i>	Develop the skill to create a charm potion 1/day	16	<i>Seeing Red: The Story of One Man's Bloodlust</i>	Race changes to a red Tiefling but gains the racial bonuses of a half-orc in place of its own
7	<i>Growing up with Dr. Zoster</i>	Gain the spell <i>Speak with Plants</i>	17	<i>The Nameless Underground</i>	Gain the language of thieves' cant and +3 to both stealth and sleight of hand
8	<i>Have a Nightcap: Guide to Edible Mushrooms</i>	Add a +1 to nature & survival	18	<i>The Lord of the Bracelets</i>	Gain a Bracelet of Soul-walking: When dealt the killing blow on a sapient enemy, its soul may be absorbed into the bracelet up to 5 times. As an action, one charge (soul) may be spent to gain invisibility for up to 10 minutes or if it is dispelled
9	<i>Darwin's Theory</i>	Gain the ability to wild shape into a creature up to a max CR of 1/4 once per day	19	<i>In the Eyes of the Beholder</i>	Gain the beholder eye rays of Paralyzing and Slowing rays, one in each eye. May only use one as an action 2/day for each
10	<i>Whispers of the Shadow</i>	+1 to stealth; gain the spell Dissonant Whispers	20	<i>Developments of the Great &amp; Mighty</i>	Summons a Living Spellbook to attack the party

1d100	Name of Book	Effect	1d100	Name of Book	Effect
21	<i>Primal Eyes: Visions of Your Inner Beast</i>	Eyes become cat-like; gain darkvision up to 60ft; +1 to perception	36	<i>I'm Going to Cat-Man-Du</i>	Instantly blinked to the plane of ice
22	<i>Casper, the Friendly Wraith</i>	Gain the spell <i>Speak with Dead</i>	37	<i>The Magician's Knife</i>	All weapons wielded by user deals Force damage (magical)
23	<i>Ling: The Man of the World</i>	Gain the perfect memory of a map of the country of the world; lose the ability to speak common	38	<i>The Killer Queen</i>	Gains the Thunderwave spell as a cantrip and may be used as a bonus action from one's mouth, as if they are yelling, and cannot be cast at higher levels
24	<i>The Man Who Walked Twice</i>	Gain an extra turn 2/day	39	<i>The Heart of Darkness</i>	Change alignment to its opposite: Good <--> Evil, Chaotic <--> Lawful, neutral stays the same
25	<i>The Long, Forgotten Road</i>	Pick a favorite terrain and gain advantage on all attack rolls when on favorite terrain	40	<i>Colour My World</i>	Gain the spell Prismatic Spray and can be cast as a cantrip 1/day
26	<i>The Maw of the Selachii</i>	The individual's teeth changes to those of a shark's and they gain a Bite action as a bonus action that deals 2d6 piercing damage	41	<i>The Value of Money</i>	When looting a dead body, 20 gold materializes on the body
27	<i>The Tasman's Song</i>	Lose the ability to speak any sapient languages but gain the ability to speak with any animal in their native tongue, gain advantage to all attack rolls and get a +2 to all damage rolls	42	<i>The Comedic Doctor</i>	Gain +2 to both performance and medicine
28	<i>Mask of the Sinner</i>	+1 each charisma based skill	43	<i>A Pig's Makeover</i>	-2 to all charisma based skills
29	<i>The Old Man's Bounty</i>	The location of any one object is ingrained into the mind of the individual, think like scrying but on a map	44	<i>Mime Puzzles</i>	A player may temporarily take their INT and WIS to 25 at the expense of their voice for 3 days. The INT and WIS bonus only lasts for one day. This may only be done when the character has their voice
30	<i>Growing Expectations</i>	The individual's size is increased to the next greater size and gain a +2 to all damage rolls	45	<i>Ignorance Lives!</i>	The player takes -2 to WIS but +1 to CHA
31	<i>The Shieldmaiden's Tale</i>	+4 AC when using shields instead of the usual +2	46	<i>Angry with Magic</i>	All known spells are lowered by a level (ex. 1st-level-->Cantrip or 7th-level-->6th-level)
32	<i>The Lamia, Wraith, and the Wardrobe</i>	Deal an extra +2 damage to monstrosities, undead, and constructs	47	<i>Offense of Fire</i>	All attacks of character now deals fire damage
33	<i>Liches, Terrasques, and Owlbears. Oh My!</i>	Advantage on survival rolls when tracking creatures	48	<i>Raven Design</i>	Gain the ability to summon an ethereal raven to use the spell "animal messenger" once per day
34	<i>The Prankster's Makeover</i>	Gain the spell disguise self 1/long rest and +2 to performance	49	<i>Traps in the City</i>	Advantage to any check associated to disarming or setting a trap
35	<i>The Companion and the Buffoon</i>	If the player has a creature companion, their mind is switched with that of the companion. If no companion, INT is reduced by 2 but CON is increased by 2	50	<i>Charm of Nature</i>	Gain +2 to both animal handling and nature

1d100	Name of Book	Effect	1d100	Name of Book	Effect
51	<i>Love of that Girl</i>	Gain the spell of "Charm Person" as a natural ability 2/day	63	<i>The Trusted Scheme</i>	Advantage to deception, persuasion, and performance checks
52	<i>Fool in the Window</i>	The player is now haunted by a ghost figure that looks much like a banshee. She only appears when the player looks in a mirror or window and can only be seen by that player. When eye contact is made, the player takes 1d4÷2 (minimum of 1) psychic damage rounded up	64	<i>The Stormed Rune</i>	Each weapon that the character has gains a rune of storms on it allowing them to deal an extra 1d4 lightning damage with each attack
53	<i>Even Dogs Can Dance</i>	The player has its race morphed to that of a houndfolk and gains +2 to performance	65	<i>The Forgotten Quiz</i>	The player may choose to automatically succeed on any check or saving throw but will then automatically fail the next one twice per day
54	<i>The Tricking Program</i>	Gain +2 to persuasion and deception	66	<i>The Adventure's Hunter</i>	Gain the favored enemy mechanic for Rangers even if not a Ranger
55	<i>The Parrot and The Stranger</i>	Gain the ability to cast the last spell that was used on the player 4/day	67	<i>The Whispering Fortress</i>	Anytime someone speaks to the character they have dissonant whispers cast in them minus the need to run from the source
56	<i>Key of Need</i>	1/day the player may summon a skeleton key for any door they are trying to access. The key disappears after use	68	<i>The Feeding of the People</i>	Gain the ability to use the spell "Hero's Feast" once every three days free of cost
57	<i>Wounded Price</i>	A player may spend 10 gold to gain +6 to a medicine check	69	<i>Golden Friday</i>	10 gold materializes for the player at the beginning of each day
58	<i>The Raven's Thoughts</i>	May decide to detect thoughts of any non-humanoid creature; 3/day	70	<i>The Best Journeyman</i>	Gain two tool proficiencies of the players choice
59	<i>Bane in the Grail</i>	The player takes 1d4 poison damage anytime it drinks something	71	<i>The Anvil's Ice</i>	Anytime the character uses a weapon, they take 1d4 cold damage
60	<i>The Game of the Alchemist</i>	Advantage on any survival checks when harvesting from animals or plants	72	<i>On the Edge of the Razor</i>	All bladed weapons used by the character deal an extra 1d4 slashing damage.
61	<i>The Red Chalice</i>	The player now has a sudden craving to drink blood. The player must drink at least a pint of blood per day or receive a level of exhaustion for the next day stacking until they drink the blood	73	<i>Crown of Dragon</i>	Gain the draconic language
62	<i>A Child of Lies</i>	+5 to deception	74	<i>The Ice of the Dragon</i>	Gain the ice breath attack as if it was a silver dragon born

1d100	Name of Book	Effect	1d100	Name of Book	Effect
75	<i>The Lion in the Knife</i>	Able to summon an ethereal lion for 1hr 1/day	88	<i>The Thief's Spyglass</i>	Gains a magical spyglass that allows the user to see any amount of money on a person
76	<i>Monday in the Deathgate</i>	The character is teleported into an empty coffin buried somewhere in the world. Up to the DM's digression where and how deep the grave was dug	89	<i>Safe Grave</i>	Gain the ability to use turn undead 2/day
77	<i>The Moon of Study</i>	Gain the spell "Moonbeam" to be used as a natural ability 2/day	90	<i>One's Sunken Walk</i>	Cut character's speed in half
78	<i>The Three Masters</i>	Gain proficiencies in three skills of the player's choice	91	<i>The Poor Man's Gamble</i>	May pay 50 gold to be able to reroll an attack or skill check roll
79	<i>The Page of the Truth</i>	No effect until the character is going to read another of the books within the library. The player gets to learn the effect given by this next book. This effect alternates between it and allowing the DM to choose the book after the D100 rolls	92	<i>The Wooden King</i>	Character takes double damage from fire sources
80	<i>The Stolen Star</i>	The player gains the weapon "The Silver Star Of Luck"	93	<i>Hidden Kitty</i>	Allows the player to be able to summon a ninja cat that can be sent to retrieve an item of the character's choice up to 60ft away
81	<i>The Merchant's Apprentice</i>	The character gets advantage on any checks used when selling an object	94	<i>Crossing Bone</i>	Disadvantage on medicine checks
82	<i>Beneath the Doppelganger</i>	Able to cast alter self on themselves 1/long rest	95	<i>The Good Sorcerer</i>	Gain the wild surge mechanic for sorcerers even if not one
83	<i>Challenge of Taste</i>	Advantage on CON saving throws when consuming something	96	<i>The Ship's Prophet</i>	Advantage on all checks when on a ship at sea
84	<i>The Hidden Discovery</i>	Advantage on investigation rolls when looting a body	97	<i>Grave's Blade</i>	Attacks now do necrotic damage
85	<i>Shaman of Dilemma</i>	Advantage on Insight rolls	98	<i>Deep Wisdom</i>	Gain the Deep-speech language
86	<i>Under Cavern</i>	Gain darkvision up to 60ft	99	<i>The Spyglass of the Stranger</i>	Gain a magical spyglass that depicts the name of anyone it sees
87	<i>Apprentice in the Heart</i>	Advantage on all CON saving throws	100	<i>Game of Darts</i>	+2 damage with all ranged weapons