

THE LOST LIBRARY OF MELDORIN

A Forgotten Realms Adventure

WRITTEN BY JEREMIAH MCCOY
for 5th Edition D&D



AN ADVENTURE SUITABLE FOR FOUR TO FIVE 6TH LEVEL CHARACTERS.

CREDITS

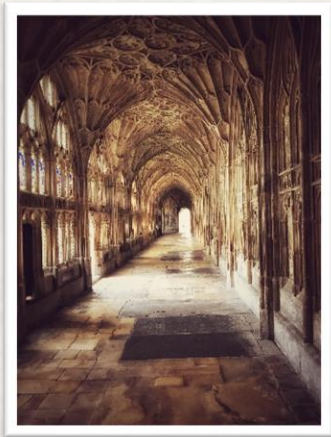
Designer: Jeremiah McCoy @technoir,
jeremiah.mccoy@gmail.com, jeremiahmccoy.com

Template: [Simple Microsoft Word Template](#) by Laura Hirsbrunner

Cover Illustrator: Pixabay

Interior Illustrators: Marco Bernardini, Jeremiah McCoy

Special Thanks: RPG Writer's Workshop



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Introduction

While walking the docks of a city, the characters encounter an attack in process and a man begging for help. While they watch the assailants pull the bag from Hector and run, leaving enough assassins to kill him and witnesses. After defeating the Zhentarim assassins, the PC's are asked to take on finding the library before the Zhentarim.

They travel into the country towards alike side entrance to the hidden library. On the road, they are waylaid by still more members of the Zhentarim who want to take Hector alive. It turns out they did not understand his notes as well as they would have liked.

On the way up to the mountain lake where the library is hidden, they are attacked by altered wildlife. The presence of the Star Spawn nearby has begun to warp the wildlife. When they actually reach the entrance, they find another contingent of Zhentarim guarding the entrance. Once they defeat the guards, they finally use the arcane entrance to the library. Once inside, the party sees dead Zhentarim from traps near the entrance. They must negotiate the remaining traps to make it to the library.

In the library, the last of Zhentarim, including their leader, **Orlan Fane**, are trying to steal artifacts. One of the Zhentarim, a Warlock named **Slake**, has fallen under the sway of the Star Spawn and is also trying to free the Star Spawn at the bidding of his patron. The PC's must fight the Zhentarim in the stacks, prevent the release of the Star Spawn and save as many of the books as they can.

Synopsis

A library to a powerful wizard named Meldorin was lost centuries ago. Their library was said to hold many volumes of otherworldly lore as they spent. The library was recently discovered by Hector a scholar working for the Lord's Alliance. The scholar found maps hidden in the tombs of former apprentices of Meldorin.

While traveling back, Hector was assaulted by the Zhentarim. The Zhentarim were ordered to take his papers and find the library themselves to gather their knowledge for their mysterious patron.

Unfortunately, the library was lost for a good reason. Meldorin locked the library and trapped himself inside to trap a Star Spawn! If this powerful and otherworldly being is freed it could cause untold damage. There is a danger the Zhentarim may inadvertently release it while ransacking the library.

Background

The Library of Meldorin was a respectable collection of lore and arcane times 5 centuries prior. Meldorin was a powerful wizard and well on his way to being a true power in the Realms. He had a fascination with the Outer Planes. His research often brought him closer to the otherworldly Aboleths, Beholders, and things even more terrible things. In one of his excursions, he captured a Star Spawn somehow and brought it to the library to study it. While there, the Star Spawn began to influence his apprentices to release it. Meldorin realized and killed the apprentices before they could. Only one, a Charnes of Cormyr, managed to escape the Star Spawns influence and left the library. Meldorin hid his library, filled it with deadly traps for those who might have found it. He cast a powerful binding anchored with his soul to bind the Star Spawn in its prison.

The library remained lost after Meldorin and all their apprentices disappeared. The location was documented in a few obscure references, but they were vague enough that no one was able to find them. Some who tried disappeared in the wilderness.

Hector, a scholar with a commission from the Lord's Alliance, recently found the last remaining apprentice's grave in Cormyr. There, he found a map hidden in the inscriptions on the grave. He notified his employers and made his way home. Unfortunately, one of the Lord's Alliance was in contact with Thayan agents who were also interested in the library's location. The Thayan's hired the Zhentarim to find the library first and will reward handsomely anything they find.

ADVENTURE HOOKS

Here are a few ways in which your characters could become invested in this adventure.

- A wizard in the party, or possibly a warlock may want the knowledge for themselves.
- The PCs may be interested in stopping the Zhentarim from getting their hands on the knowledge for nefarious purposes.
- The PCs are getting paid by the Lord's Alliance to escort Hector from the docks to find the library.

You could have the PCs sent to meet Hector at the docks, or they might just happen to be there when you reveal the events.

The Dangers of Knowledge

Scholars at the Docks

The adventure begins at the docks, with the characters immediately drawn into the action as they see **Hector** (See the NPC section for stats) getting attacked in front of them and the assassins from the Zhentarim trying to kill the witnesses. Once the players are ready to begin, read, or paraphrase the following to set the scene:

You can smell the sea air in the fog as you walk along the docks. Ships from all around the sword coast and beyond are docked here. The evening traffic is lighter than daytime but there are still some workers and travelers unloading their things. Your attention is immediately grabbed by a loud shout of "Help!" You see just ahead of you a middle-aged black man in scholarly robes on the ground. A crowd of men standing over him. One grabs the scholar's bag and runs. The rest draw weapons. You hear the phrase "No witnesses."

The 4 Zhentarim (use the **veteran** stats) attack the PC's standing nearby with the intention of killing Hector when they are done. If the fight goes against them and half or more fall the remaining will try to run but will try to kill Hector as they withdraw. If they are captured and questioned, a character who succeeds on a DC 18 Charisma (Intimidation) check can learn they are Zhentarim and had only recently assigned her for an important job. They were not advised any more than that, but the commander of their local group is named Ferus. Hector is grateful for their aid and will answer any question that he can.

- Hector Artos was trained at Candlekeep.
- He studies history and is an expert on wizards, though he is not a caster himself.
- He was paid by the Lord's Alliance to look for the Lost Library of Meldorin. Fabled library of magical lore.
- He just recently returned from Coramyr with new evidence as to the location. That was in the bag the Zhentarim stole.
- Hector has perfect recall so he can remember everything on the stolen notes.

He will then direct them to the place that he was meeting his patron, Baroness Portia de Marenth, to receive a reward.

The Baroness

Hector leads you to the offices of Baroness Portia de Marenth. She is his primary patron in the Lord's Alliance. She maintains a home in the city to do business and it is there that Hector leads the characters. The building is a two-story building which is largely nondescript. It does have a sign reading "deMarenth Shipping."

Upon entering, Hector and the PC's are greeted by the Baroness. She is a human woman of middle years with a touch of grey in red hair. She thanks the PC's for coming to Hector's aid and offers them a 500 gold reward.

She says the following after the reward is offered.

"We had not realized the Zhentarim had gotten to this point. One of our agents advised us that they had been hired by an unknown party to find the library, but I don't know how they found out about Hector's work. The only people who knew were other members of the lord's alliance. However, they found out, how would you like to earn 10 times the amount I just gave you? I need someone to get to the location before the Zhentarim does."

If the PCs negotiate and make a DC 18 Charisma(persuasion) check, she can be talked up to 10,000gp but only 1000gp upfront and the payment is dependent on successful completion. Even if they do not succeed on the check, she will agree to supply the expedition with food, horses, and normal gear. She will insist on at least some of the books being preserved. No books and no library will mean no money.

DEVELOPMENTS

The PC's should have discovered the story of the Lost Library of Meldorin and how Hector found it. They that multiple parties have an interest and, in particular, the Zhentarim have been hired to kill over it. They will be offered money to find it for the Lord's Alliance.

PCs not interested in the Baroness's offer may still be interested in finding it for other reasons. The Harper's, for instance, will want to keep the library out of the hands of who ever hired the Zhentarim.

Racing through the woods

A road in the wilderness

The Roads through the wilderness near the Sword Coast vary in how well they are kept up. With Hector's assistance, you follow a poorly kept road into the forest. The track is broken by tree roots and flooded out sections. Even with the horses provided, the road is slow going. The only comfort the PCs can take is it is also slow going for the Zhentarim.

Hector does reveal that the library is located near a lake in the mountains and will take at least a week and a half of hard traveling to reach. The road runs along the edge of the lake and the PCs should be able to find it there. The characters might be able to shave a day or two off their trip by pushing harder but should make a constitution check DC15 at the beginning every day. If they fail they gain a level of exhaustion which will not be relieved till they take a long rest.

Note: This is an excellent chance to have a random wilderness encounter if you feel things are dragging on. Roll once on the table below. Bolded monsters can be found in the Monster Manual.

Roll a d6	Encounter
1	A pair of owlbears wander nearby. The PC's may be able to avoid them through Dexterity stealth or wisdom survival checks.
2	A pair of trolls are hunting and have caught PC's scent.
3	A group of satyrs and pixies are having a forest revel. They invite the PCs to join the dance. If the PCs do not offend them and enjoy the dance, they will have advantage on all skill checks and saves the next day.
4	The find the old and desiccated body of a traveler. A successful Intelligence (investigation) or Wisdom(medicine) check will reveal this was a half -elven woman who died 100 years prior. There are no signs of violence and the body is largely undisturbed. She has 100gp in her pouch, an excellent quality quarterstaff, and necklace which bears s holy symbol. A DC 11 Intelligence (religion) check reveals it is the symbol of Eilistraee.
5	A number of trees have fallen across the road. It will require 4 successful DC 16 Strength checks to move them off the road so the horses can easily get past. If the PCs try to rough it through the forest, they will need to make a DC 13 Wisdom (Animal Handling) to avoid straining the mount. A failure means the mount has a level of exhaustion.
6	A thick fog rolls in. The fog obscures the view beyond 15ft. Riding fast is impossible for the whole day. Any attempt to ride faster than a trot will result in an injury to the horse (1d6 Bludgeoning from running into a tree). While in the fog, there is a constant sound of murmuring. Detect Magic will detect faint illusion, enchantment, and necromantic magic but no distinct spell or origin. The fog clears within a day and leaves no lingering effects.

The Ambush

Four or five days into the journey, the road arches up the side of a mountain. The sudden change of direction proves the perfect place for an ambush. The Zhentarim, realizing that the documents they stole might not mean it will be easy to get into the library, they sent half their force back to ambush any people following. They also have orders to capture Hector if he is with anyone following the same path.

The Zhentarim

There are 12 mercenaries split between the 2 sides of the road. Use the Bandit stats from the basic rules for them. They are commanded Rentar Vek, a **Hobgoblin Captain** in the Zhentarim. He is **Orlan Fane's** second in command and is brutal but honest. The only prisoner he will try to take is Hector. He will not accept surrender from anyone else and will not offer it.

The Ambush begins with the Zhentarim opening fire with crossbows from hiding (with advantage if not detected first) and then charging in to finish the survivors. They are well camouflaged as they had much time to prepare. A passive perception of DC15 or better will detect them. They will attack at the first sign of detection or if the PCs make it to the perfect spot. They will get surprise if they are not spotted before the attack.

The Zhentarim will be unlikely to run, especially with Rentar leading them. If captured, a successful DC15 Charisma (Intimidation) check will force most of them to report the following:

- Their local commander is Orlan Fane.
- Orlan Fane is a non-binary elf, though no one but their sub commanders have seen their face. They always wear a mask.
- They do not know who is paying the Zhentarim but do know that the work is contracted.
- There are about 20 more Zhentarim with Orlan Fane including a human spellcaster named Slake, and a mysterious assassin that is just a shadowy presence around the commander.
- There are some very strange animals further up the road near the library.

Rentar is a harder nut to crack. He is very professional and honorable in his way. He is not easily frightened. A DC18 Charisma (Intimidation) or Charisma (Persuasion) will convince him to give up some basic details.

- Orlan Fane is a High Elf member of the Zhentarim who is ambitious and has an axe to grind.
- They are working on the behalf of the Red Wizards of Thay.
- They do have an inside source in the Lord's Alliance
- They are only a day or two ahead of the PC's on the road.
- He does not know if they found the library or made it in.

DEVELOPMENTS

The PC's should learn there is a larger force of Zhentarim ahead on the road. Even without questioning the prisoners, a simple set of DC10 Wisdom (Perception) or Intelligence (Investigation) checks should reveal there was a larger force that has gone up the road in the past few days. The Zhentarim thugs collectively have 300gp between them and 3 Healing potions. They have written scripts for 1000 more signed by Orlan Fane, but these would need to be cashed at a Zhentarim outpost. That might lead to unfortunate questions.

The Library Road

The Altered

The road up the mountain is steep. The forest clings to the side of the mountain in an almost stubborn fashion. After a day of a hard ride, the character comes to a point where the road levels off and they are near a lake. The site of the lost library is still another day's ride away across the lake. When the PC's camp for the night, they will be attacked on one of their watches by a glowing Owlbear which has been altered by the proximity of a Star Spawn. The Owlbear seems to flicker in out of the world as it approaches.

The **Owlbear** uses the normal Monster Manual stats with the following changes. HP=91, Damage Immunities: Radiant, Necromantic; Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks. This makes it significantly harder to kill.

A successful Intelligence (Arcana) DC13 will reveal the creature was altered due to exposure to some sort of magical energy. The body rapidly deteriorates after death.

The Door In the Stone

Along the edge of the lake is an old obelisk which is mostly unremarkable. The realms have such lost and forgotten monuments throughout the world, after all. If Hector has succeeded in making the trip with PC's he can show the proper glyphs to trace on the stone to open the door. If not, it will take an Intelligence (Arcana) DC 18 check to open the door in the obelisk. The door actually works as a dimension door with the other end opening into the library which is beneath the lake.

The door is not unguarded, however. There are a dozen Zhentarim on guard. Three are on watch at any given time but the rest are quick to stand and fight if the call is made. What is more, unseen nearby is the Shadar Kai Assassin, Corbo.

The Zhentarim use the **Bandit** stats.

Corbo uses the **Assassin** stat block with the following modifications: Damage Resistance=Necrotic, advantage on saving throws against being charmed, Condition Immunity= Sleep, Senses= Darkvision, Once per combat, as a bonus action Corbo can teleport up to 30ft and is resistant to all damage till his next turn.

Corbo will be hidden in the woods near the obelisk, letting the guards attract attention. If he can spot the PCs before they spot him, he will try to assassinate one of them before they attack. Corbo is not suicidal and will run if dropped below half his hit points. The Zhentarim Guards have nowhere safe to run and more likely to stand and fight.

Into The Library

The Portal from the shore opens into a dark hallway. The travel is instantaneous just as it would be walking through any door. Once the PC's enter, read or paraphrase the following.

The hall is dark with a scent of burning and the recently dead heavy in the air. Within a few feet of the door is a dead man, his body seemingly cooked from the inside out. As you look down the hall you see two open doors on either side. There are also several bodies, all of which are unmoving. At one time the hall might have been stately with dark wood panels and artfully placed everburning torches. It now has the air of a charnel house.

There are two remaining traps in the hall. Orlin Fane made a point of bypassing them rather than disarming in case anyone else made their way into the library before they finished. The first trap is midway down the hall.

DEVELOPMENT

It should be clear that Orlan Fane and at least some others were able to make it into the library. An Intelligence (Investigation) DC 13 check will confirm the guards had been outside for at least a day but not quite 2. If any of the guards are actually captured, they will say as much. They have fought off some altered local animals as well. At least one of their number walked into the lake and never came back up.

The Reverse Pit Trap

There is a section of carpet that stretches from wall to wall. It has been enchanted to react to weight. Enough weight triggers the enchantment to throw the target through the illusory ceiling over the carpet and into the 10 ft column above which has vicious spikes at the top.

TRIGGER. ONE OR MORE MEDIUM CREATURES STEP ON THE SECTION OF THE CARPET.

EFFECT. THE TRAP CAUSES GRAVITY TO REVERSE. ANYONE ON THAT SECTION OF THE FLOOR MUST MAKE A DC 15 DEXTERITY SAVING THROW, TAKING 14 (4D6) PIERCING DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE. THEY ARE STUCK IN THE 10 FEET PIT BEHIND THE ILLUSION UNLESS THEY MAKE DC 13 CLIMB CHECK GOING DOWN.

COUNTERMEASURES. A SUCCESSFUL DC 15 WISDOM (PERCEPTION) CHECK REVEALS THE TRAP. A SUCCESSFUL DC 15 DEXTERITY CHECK USING THIEVES' TOOLS DISABLES IT OR A DISPEL MAGIC.

The second trap is in front of the door at the end of the hall. It is the door to the libraries main chamber.

The Poison Spray Trap

There are four doorknobs on the door which are at the Top, Left, Right, and Bottom. They should be opened Bottom, Right, Left, and Top. The wrong order will trigger a poison spray that hits a cone 20 ft out from the door.

TRIGGER. ANYONE ATTEMPTING TO OPEN THE DOOR INCORRECTLY OR FORCE IT.

EFFECT. EVERY CREATURE IN THE AREA OF EFFECT MUST MAKE A DC 20 CONSTITUTION SAVING THROW. ON A FAILED SAVE, THE CREATURE TAKES 14 (4D6) POISON DAMAGE AND IS POISONED FOR 10 MINUTES. ON A SUCCESSFUL SAVE, THE CREATURE TAKES HALF AS MUCH DAMAGE AND ISN'T POISONED.

COUNTERMEASURES. A SUCCESSFUL DC 20 WISDOM (PERCEPTION) CHECK REVEALS THE TRAP, BUT ONLY IF A CHARACTER INSPECTS THE DOORKNOBS CLOSELY. A SUCCESSFUL DC 20 DEXTERITY CHECK USING THIEVES' TOOLS DISABLES THE SPRAY, AND A CHECK WITH A TOTAL OF 13 OR LOWER TRIGGERS THE SPRAY. ALSO, A SUCCESSFUL DC 20 INTELLIGENCE (ARCANA) CHECK WILL REVEAL THE CORRECT ORDER BASED ON THE ARCANE SYMBOLS ON THE DOOR.

In the Stacks

Entering the library, the characters are presented with a contrast between ordered shelves and horror in the reading alcove. In the alcove, bound to the desk, is the body of long-dead Medlorin. He is held in place by crystals shooting out from an orb. The orb glows with a sickly light. It is the prison of the **Star Spawn Servant** (see below) and it was the last act of Meldorin to bind the being in the orb. The crystal has grown over the centuries and fills a portion of the room. The Zhentarim commander, **Orlan Fane** (see NPC's section for details) wearing a golden mask. Fane radiates an aura of fear.

There are also two **veteran** soldiers with Fane and the warlock **Slake** (see the NPC section) is in the alcove studying the crystal.

Fane is here for the secrets of the library and already has several tomes set aside. If the PC's try to negotiate, Orlan is not unreasonable but is not a fool. They know it is simpler to kill the adventurers and leave than trying to convince them let the Zhentarim leave with the books and scrolls they collected.

There is a further complication. Slake's patron is the same entity that sent the Star Spawn servant in the first place. Slake fears for his own life, but if combat breaks out, he will cause a distraction by using burning hands to set fire to books, then shatter the crystal in the chaos.

If the fight turns against them, or the Crystal is shattered, Orlan Fane will run and look for a better position to get revenge from.

The Crystal Prison

Crystal Prison: AC=19 Hit Points 25

Damage Immunities: poison, psychic, non magical piercing, and slashing **Damage**

Resistance: nonmagical Bludgeoning

Cracking open the crystal prison will release the Star Spawn servant, a mass of worms spilling out and seeking Slake. It will take over his body (alive or dead) and become a weakened Star Spawn Larva Mage. The newly released being will try to escape so that it can enact its plans on the world.

WEAKENED STAR SPAWN LARVA MAGE

Medium aberration, chaotic evil

Armor Class 16

Hit Points 83

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	23 (+6)	18 (+4)	12 (+1)	16 (+3)

Saving Throws DEX +6, WIS +6, CHA +8

Skills Perception +6

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Psychic

Condition Immunities Charmed, Frightened, Paralyzed, Petrified, Poisoned, Restrained

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech

Challenge 11 (7,200 XP)

Innate Spellcasting. The larva mage's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: eldritch blast (3 beams, +3 bonus to each damage roll), minor illusion

3/day: dominate monster

1/day: circle of death

Return to Worms. When the weakened larva mage is reduced to 0 hit points, it breaks apart into a swarm of insects in the same space. Unless the swarm is destroyed, the larva mage reforms from it 24 hours later.

ACTIONS

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned until the end of its next turn.

Plague of Worms (Recharge 6). Each creature other than a star spawn within 10 feet of the larva mage must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) necrotic damage and be blinded and restrained by masses of swarming worms. The affected creature takes 13 (3d8) necrotic damage at the start of each of the larva mage's turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Feed on Weakness. When a creature within 20 feet of the larva mage fails a saving throw, the larva mage gains 10 temporary hit points.

CONCLUSION

If the PCs defeat Orlan Fane and Slake without releasing Star Spawn, and without burning the books, they will find a trove of information about the other planes. This can lead to adventures as the PCs follow up on his research. They will also find Meldorin's spellbook (see below for a list of spells). Orlan Fane does have a magical spear. They took it from the previous owner, another priest in the Church of Bane.

Other elements might lead to future adventures. Who was the inside source in the Lord's Alliance? Will the Red Wizards come after the surviving books from the library?

If the Star Spawn escapes, it will regain its strength once it is in the world. This can lead to a whole series of adventures as the heroes try to stop the being from destroying the world.

Stats & Maps

NPC's

ORLAN FANE

Medium Elf, lawful evil Cleric of Bane

Armor Class 19(Chainmail and shield)

Hit Points 51

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	12 (+1)	15 (+2)	18 (+4)

Saving Throws WIS +5

Skills Intimidation +7, Perception +5

Condition Immunities Frightened, Sleep

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 6 (2300 XP)

Aura of Terror. When a hostile creature within 5 feet of the Orlan Fane makes an attack roll or a saving throw, it has disadvantage on the roll. Creatures that are immune to the frightened condition are immune to this trait.

Spellcasting. Orlan Fane is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): toll the dead, sacred flame, thaumaturgy

1st level (4 slots): bane, bless, cure wounds, guiding bolt (see "Actions" below)

2nd level (3 slots): blindness/deafness, hold person, silence

3rd level (2 slots): sending, spirit guardians

Discipline. Orlan Fane has advantage on all ability checks and saving throws made during combat.

Fey Lineage:

STAT BLOCK HEADING

Multiattack. The Orlan Fane makes two attacks with their spear.

Spear of Hate. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 +5) piercing damage plus the target must make a DC15 Constitution save or be Poisoned for the next minute and take 1d4 poison damage at the beginning of their turns so long as they remain Poisoned.

Guiding Bolt (1st-Level Spell; Requires a Spell Slot). Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 14 (4d6) radiant damage, and the next attack roll made against the target before the end of the Orlan Fane's next turn has advantage. If Orlan Fane casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SLAKE

Medium human, chaotic evil Warlock

Armor Class 12(15 with Mage Armor)

Hit Points 91

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws WIS +4, CHA +7

Skills Arcana +4, History +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 12

Languages Telepathy, Abyssal, common

Challenge 6 (2,300 XP)

Innate Spellcasting. Slake's innate spellcasting ability is Charisma. Slake can innately cast the following spells (spell save DC 15), requiring no material components:

At will: detect magic, jump, levitate, mage armor (self only), speak with dead

1/day each: arcane gate, true seeing

Spellcasting. Slake is a 14th-level spellcaster. Slake's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains he expended spell slots when he finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp

1st-5th level (3 5th-level slots): armor of Agathys, burning hands, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch

Whispering Aura. At the start of each of the Slake's turns, each creature of its choice within 5 feet of him must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that he isn't incapacitated.

ATTACKS

Eldritch Blast. Ranged Spell Attack: +7 to hit, range 120 ft

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

HECTOR ARTOS

Medium human, Lawful Good Wizard

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	15 (+2)	14 (+2)	11 (+0)

Saving Throws

Skills Religion +2, Arcana +4, History +4

Senses passive Perception 12

Languages Common, Elvish, Celestial

Challenge 1/4 (50 XP)

Spellcasting. Hector is a 1st-level spellcaster. His spellcasting ability is Intelligence(spell save DC 12, +4 to hit with spell attacks). Hector has following Wizard spells prepared:

Cantrips (at will): light, mending, prestidigitation

1st level (3 slots): comprehend languages, identify, shield

STAT BLOCK HEADING

Quarterstaff. +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage..

MELDORIN'S SPELLBOOK

Wizards Spellbook

Cantrip: Mage Hand, Message, Mold Earth, Prestidigitation, Shape Water,

1st Level: Comprehend Languages, Detect Magic, Expeditious Retreat, Feather Fall, Identify, Mage Armor, Magic Missile, Shield, Sleep, Unseen Servant

2nd Level: Alter Self, Cloud of Daggers, Detect Thoughts, Dust Devil, Flaming Sphere, Locate Object, Misty Step, Nystul's Magic Aura, See Invisibility, Shatter, Web

3rd Level: Counterspell, Dispel Magic, Magic Circle, Nondetection, Protection from Energy, Sleet Storm, Stinking Cloud, Summon Lesser Demons, Thunder Step, Tidal Wave, Tongues

4th Level: Arcane Eye, Banishment, Black Tentacles, Conjure Minor Elementals, Dimension Door, Faithful Hound, Locate Creature, Private Sanctum, Secret Chest, Summon Greater Demon, Watery Sphere

5th Level: Cloudkill, Conjure Elemental, Far Step, Infernal Calling, Scrying, Teleportation Circle

6th Level: Arcane Gate, Instant Summons, True Seeing

7th Level: Magnificent Mansion, Plane Shift, Symbol, Teleport

8th Level: Antimagic Field, Demiplane

9th Level: Gate

Items

SPEAR OF HATE

WEAPON (SPEAR), RARE (REQUIRES ATTUNEMENT)

YOU GAIN A +1 BONUS TO ATTACK AND DAMAGE ROLLS MADE WITH THIS MAGIC WEAPON.

ON A SUCCESSFUL HIT, THE TARGET MUST MAKE A DC15 CONSTITUTION SAVE OR BE POISONED FOR THE NEXT MINUTE AND TAKE 1D4 POISON DAMAGE AT THE BEGINNING OF THEIR TURNS SO LONG AS THEY REMAIN POISONED.

The Books

The books in the library or rare handwritten accounts of Meldorin's explorations of the outer planes. They are worth at least 10,000 GP or more to the right collectors.

What is more, they grant advantage on Intelligence (Arcana) skill checks made in researching related items.

MAPS

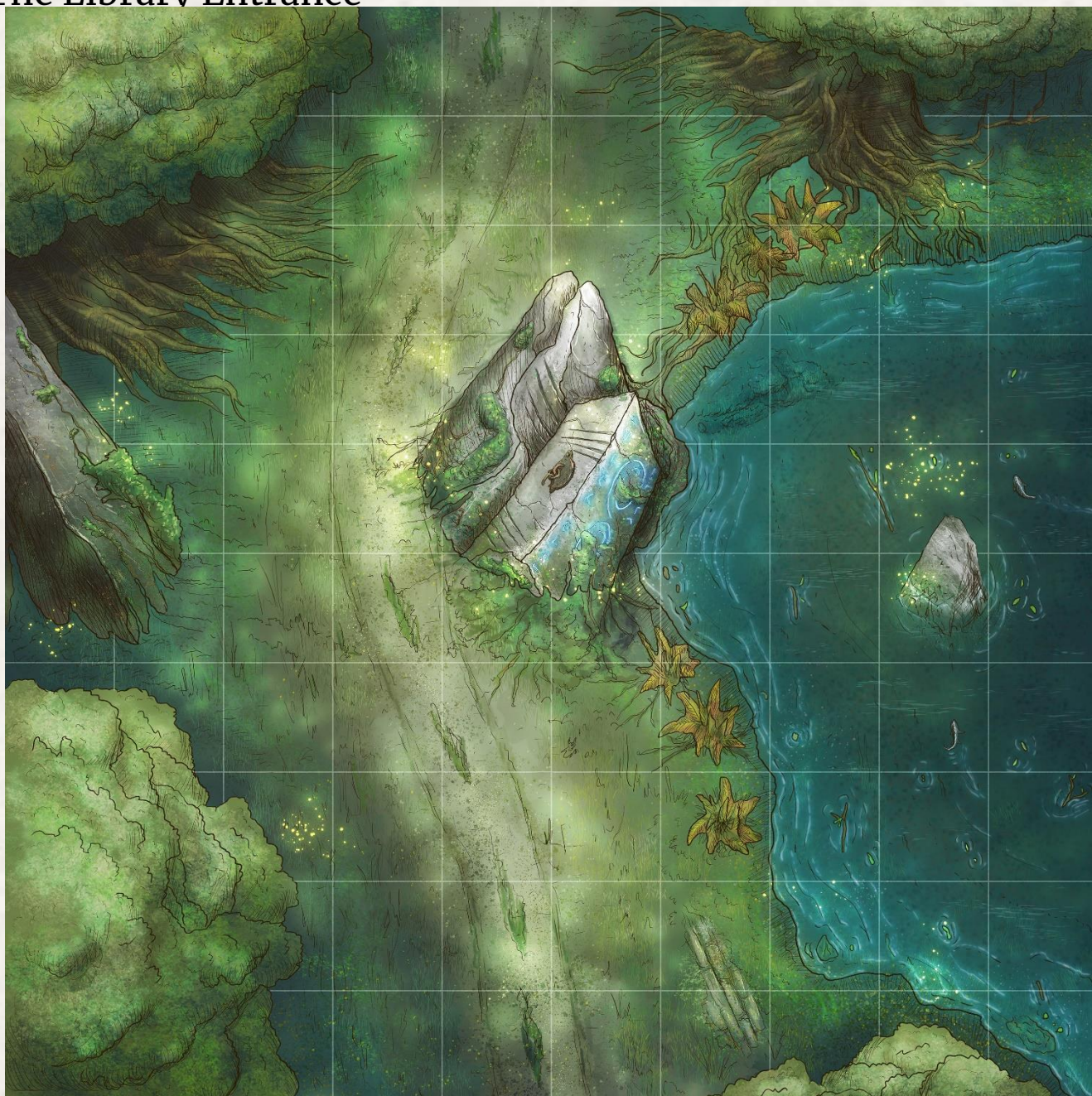
The Docks



Map by [Marco Bernardini](#)

This is a map of the Docks mentioned in the initial encounter.

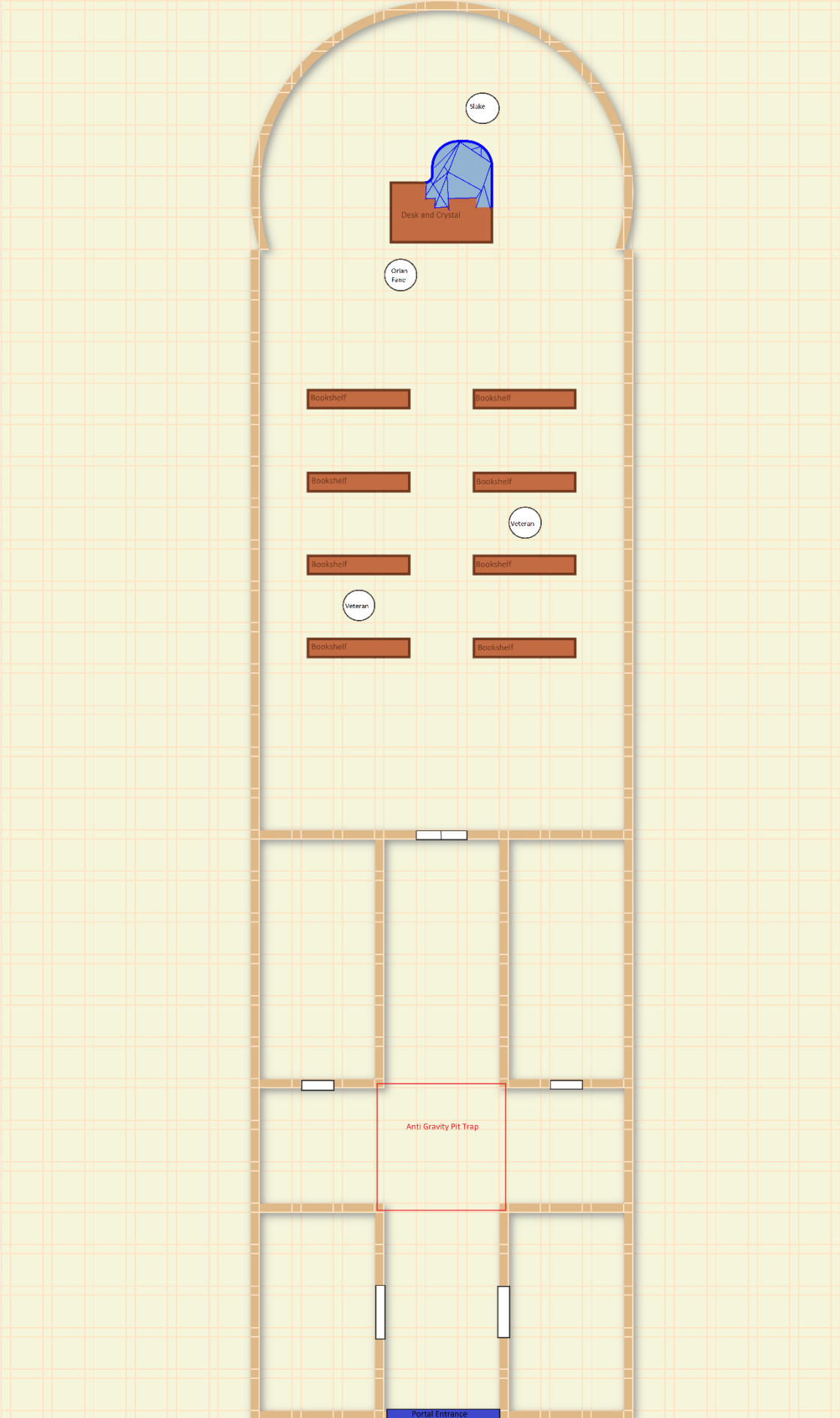
The Library Entrance



Map by Marco Bernardini

Map of the clearing where the portal for entering the library can be found. The glowing blue runes are the glyphs the PCs need to figure out to enter the library. Place the guards how you wish about the stone.

Inside the Library



Map by Jeremiah McCoy

SOME THINGS ARE LOST FOR A REASON

The Archwizard Meldorin lived in the Sword Coast region 200 years ago. He was famous for his scholarship and explorations of other planes. He, his students, and his library disappeared mysteriously

Ever since, people with an interest in the arcane arts have sought the Lost Library of Meldorin. Now someone has found its location and there is a race to get there first is on.

This Forgotten Realms adventure is for 4 to 5 player characters of 6th level.

