

# Elven Tower = Map 55 = The Timeless Library



The following adventure resource assumes that the library was built by stone giants. The map's scale is 30 ft. per square. If for whatever reason you wish to use the map in a different scale, it can be used as regular 5 ft. per square, the furniture will still make sense. This would require a different backstory, since giants couldn't have built it. Also, if you wish to use the monster included, in a small scale map, just change the monster's size to medium, like a regular rust monster.

Libraries are one of the most important places in the known universe. They hold knowledge that would otherwise be lost. Knowledge is power in the right hands, that is why wise people have erected and built these repositories of books, scrolls, tablets, memories and sometimes even spirits. The ability to obtain the necessary knowledge in the right moment has changed the course of history, when used by the right people.

Whoever controls the knowledge of the past, controls the path to the future, this is why conquerors often burn and replace literary content in libraries, destroying a library is comparable to destroying a culture's soul.

This library stands in a place outside the material universe, it was built by stone giants long ago. They gathered information and knowledge from different planes. Time doesn't exist here, it sits in a place unknown to time. The giants died long ago, only their spectral figures are sometimes seen wandering the library from time to time. The timeless library is kept in order by voluntary researchers and librarians from all over the planes.

The library has countless floors, most of them identical. Hundreds of thousands of books, scrolls and stone slabs written by the old giants are kept an organized.

Recently, however, there was a terrible problem. Through the fabric of the cosmos, an infestation of time-manipulating creatures penetrated the libraries defenses and is feasting upon the preserved historical

materials hidden there. The creatures are very similar to rust monsters, except these are bigger and their ability is not to rust metal, but to age objects and living beings. They consume the time they steal.

Adventurers can get involved in helping the librarians in two different ways. First, an important extra planar historian can contact them, explain the situation, and offer a good reward for cleaning the library. Second, the PCs might already be in the library, researching an important long lost fact relevant to the campaign, when the time-consuming monsters arrive.

Time is an important resource here, the more time the monsters are left alone, the more historical material will be lost. Also, the librarians have tried to defend the library without success. Tens of bodies of frail old people lay scattered all around the attacked areas of the library.

You can adjust the difficulty of this encounter by changing the number of monsters that are inside the library. Also, you can include other types of monsters too, if that is more relevant to your game. For example, the time monsters could be just a distraction, maybe someone brought them here on purpose, to erase important information in the library, or to pose a distraction while he gets something from a different part of the library.

This resource contains an HD map for use in RPG adventures. It comes in two versions, one with tags and annotations for DM use, and the second one with no tags, for safe PC use or to add your own annotations.

**This map is distributed by Derek Ruiz (Elven Tower) through Patreon.**

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# Timeless Library

Sample floor

Normal Library

Scroll box

Main Library Tower

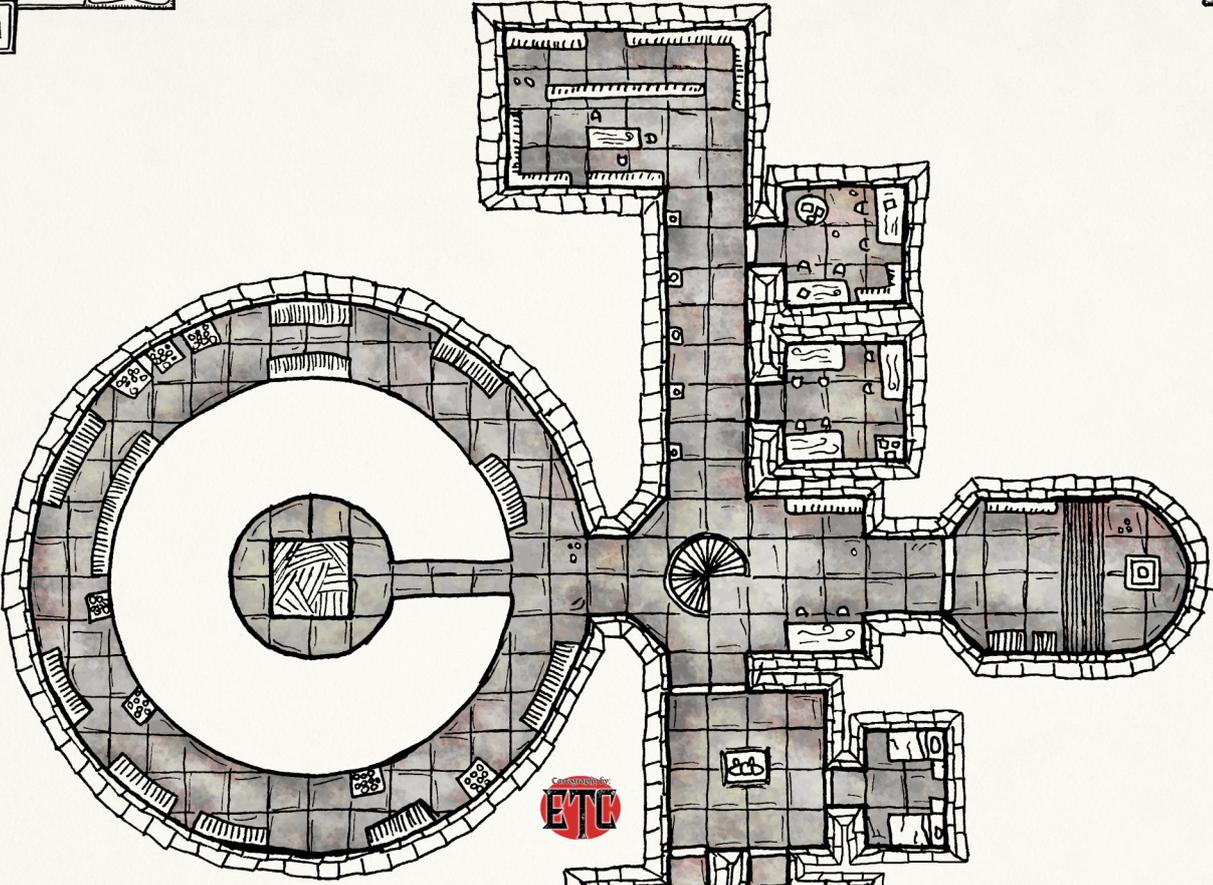
Reading Rooms

Historian Stone

Sleeping Quarters

Monster Cave Access

Stone Slab Repository



# CHRONO-EROSION MONSTER

*Large monstrosity, unaligned*

Armor Class 15  
Hit Points 28 (4d8 + 12)  
Speed 6ft.

STR	DEX	CON	INT	WIS	CHA
14 (+3)	5 (-2)	14 (+2)	3 (-4)	10 (+0)	5 (-2)

Condition Immunities charm, sleep  
Senses passive Perception 10  
Languages None  
Challenge 2

**Historicity Scent.** - The chrono-erosion monster can pinpoint, by scent, the location of items being preserved for future reference.

**Eroding Aura.** - Any nonmagical item made of stone, paper or other materials that decay with time that is close to the chrono-erosion monster decays. This effect also targets living beings. At the beginning of the chrono-erosion monster's turn, all objects and/or creatures in a 5 ft. radius age 1d6 years.

## Actions

**Bite.** - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d8 + 3)

**Antennae.** - The chrono-erosion monster ages and decays a nonmagical object it can see within 5 ft. of it (paper, wood, stone or similar). If the object isn't worn or carried by a creature, the touch destroys 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the chrono-erosion monster's touch.