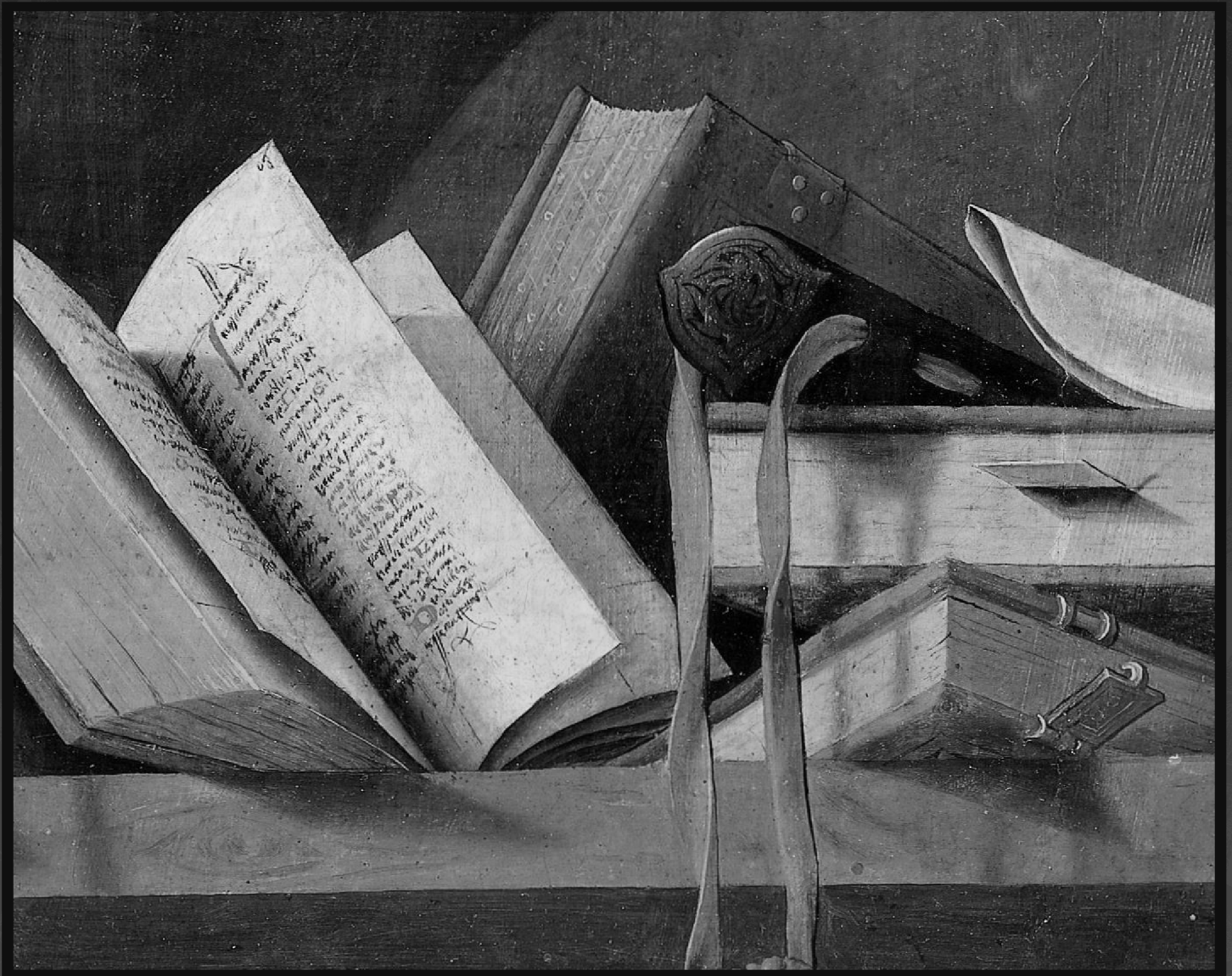


# ONE HUNDRED ENCOUNTERS IN THE **INFINITE MAGICAL LIBRARY**



You've found yourself within a library, but not just any library: a magical bastion of knowledge collected from all corners of space and time.





ONE HUNDRED ENCOUNTERS IN THE

# INFINITE MAGICAL LIBRARY

*You've found yourself within a library, but not just any library: a magical bastion of knowledge collected from all corners of space and time.*

Dice Roll	Result
01	You see a young student frantically approach you and ask if you've seen her friends.
02	You see a locked glass bookshelf that is guarded by a large book golem. Inside are books that contain the true names of billions of demons.
03	You come across a section of the library where all of the 'books' are just humanoid brains floating in a glass container. You don't want to meet the creatures that 'read' these.
04	A stray cat who has shimmering blue fur rubs up against your leg.
05	An enterprising young halfling has managed to set up a tea shop inside the library. They have to keep on the move though, since the Library Elders are not too happy about spilled tea.
06	One of the Library Elders approaches you and gives you directions to a section that you were only just thinking of.
07	You see a demonic creature licking the words off the page of a book on the subject of torture.
08	You overhear a conversation between a Library Elder and a patron. The patron is asking if he can access any of the instructional books on how to achieve lichdom.
09	You come across the shadow of someone reading a book that stretches across the floor, but the person is nowhere to be found. It's almost as if the shadow had a mind of its own.
10	You come across a goblin on his tippy-toes, trying to reach a book that is too high for him. If you help him, you notice that the book he was trying to grab details one hundred different ways to cook a human.
11	You come across a group of sultans trying to research ways on bringing water to their desert lands. They strike a conversation with another group of individuals who are from the Plane of Water.
12	A group of bards are perusing the shelves looking for stories that they can convert into songs.
13	You hear something call out to you from one of the shelves. To your surprise, one of the books has sprouted a mouth and is speaking! It is asking if you know any riddles that it can add to its pages.
14	You overhear two sentient, ancient scrolls arguing over which one is the real recounting of events. Reading them reveals that they're both highly biased propaganda accounts of the same historical event.
15	You witness a book golem that has been reading countless poetry books over the past few decades. It will recite poetry about any topic for a small fee.
16	You see a black raven perched on top of the shelves, watching patrons walk by. The raven is actually a wizard's familiar, looking for its master.

Dice Roll	Result
17	You notice a series of interactive learning rooms on different fighting styles throughout history. Each room contains a teacher and a group of students.
18	You overhear a wizard telling his apprentice that certain 'hidden' books can be summoned with a special phrase or ritual, and they appear by different pages from other books tearing themselves free and coalescing into a new book.
19	A magical mage-hand can be seen floating down one of the aisles, painting over graffiti.
20	You witness a group of gnomes crowded around a book titled 'Herblore and You'.
21	You witness a Beholder floating amongst the highest reaches of the shelves. If caught staring, he will shoot you a quick mind blast, dealing 1 damage.
22	You come across a group of children giggling as they look through a book of curse words from different dimensions. They don't realize that they are actually reading a book of CURSED words, not curse words.
23	You come across a pile of books that are putting themselves back on the shelves in the correct order.
24	You find a massive fish tank containing a giant squid. If you deposit one gold coin into the tank, the squid will refill your inkwell.
25	You come across a section of the library that has not been seen in nearly a decade. The books are covered in a thin layer of dust and loose cobwebs dangle from the shelves and in-between aisles.
26	You find a group of goblins with blue skin working behind a large circular desk. They are organizing all the newly-returned books.
27	You encounter an elf noble who is perusing the 'Elven History' section trying to find information about his lineage.
28	You witness a thin robed humanoid mystic with milky white eyes carrying a stack of books. He has been in the library for hundreds of years and is trying to read every single book.
29	You come across a group of hags coming up with a shopping list in the 'Poison' book section.
30	You overhear one of the Library Elders telling a patron that checked out books automatically teleport themselves back to the library on their due date.
31	In one of the quieter sections of the library, you come across a batch of fungus growing on the bottom of one of the shelves that has been here for so long, it has grown sentient. The small mushroom creatures have hollowed out the bottom of one of the bookshelves and live inside of it.
32	You see a towering ogre standing in one of the aisles, reading a book upside-down.
33	You witness a large, floating candle that radiates a dim light and also a silence spell.
34	You look up and to your surprise, you notice more patrons walking on the ceiling, perusing a whole different set of books that are placed upside-down.
35	You overhear an orc talking much too loud to his orc companions. One of the Library Elders warns him multiple times to lower his voice, or else.
36	You find a homeless dwarf who lives in one of the quieter parts of the library. He has built himself a house out of books in between two of the aisles. He invites you inside for tea.
37	A pair of halfling cooks ask you if you've seen any sections on cooking or recipes.
38	You witness various suits of armor from all different time periods occasionally marching up and down the aisles, making sure everyone is behaving themselves in the library.
39	You come across a section of the library where all of the books are made out of some sort of gelatinous substance. A large oozing creature is standing in one of the aisles absorbing one of the books.
40	The ghost of someone who lost their life in the infinite library is especially fond of playing pranks on current living readers. When you aren't looking, you may find your bookmark in a different place than you left it.
41	You find a table that, if you set something too heavy on it, loudly complains at you and walks away after dumping your things on the floor.
42	The Infinite Library has a massive Lost and Found area from all the people who have either lost items or lost their lives within the library.
43	You come across a section where the books are locked behind a glass case. Inside, you notice all of the books are bound in human skin.
44	From a distance, you can see that a Golden Dragon has moved into the library, and slumbers upon a giant pile of papyrus scrolls and clay tablets.

Dice Roll	Result
45	You see a humanoid who is bloated, red, and looking badly poisoned. He is quickly scrambling through various books looking for a specific anti-venom recipe.
46	You pass by someone who is standing on top of a tall ladder, trying to reach a book that is very high on the shelf. As you pass under them, a stack of books fall! Make a Dexterity check or be hit in the head.
47	You see a group of scholars closely listening to the words of an ancient, wise sphinx.
48	A demonic creature sits floating in one of the aisles cross-legged, reading a book on how to trick humans out of their souls. She gives you a toothy, evil grin.
49	A wizard carrying a stack of books tries to hurry past you between a tight aisle.
50	You hear beautiful music coming from one of the reading areas. If approached, you see that there are multiple floating instruments playing beautiful music together all on their own.
51	You find a group of young men in oversized black robes trying to find a section on starting your own demonic cult.
52	You come across a section of the library with a simple sign that reads, 'Aggressive Books - Enter At Your Own Risk'.
53	You see a wooden lectern with a large book sitting on top of it. The book is open and seems to be moving pages on its own. If tampered with, you hear an invisible voice say, "Hey! Do you mind?"
54	You find yourself in a section of the library meant for very tiny patrons. The tiny shelves are only a few inches tall.
55	You come across a section of the library where there are a number of magical stone lecterns set up. If you place a book upon it, the book is read to you telepathically in the voice of the author.
56	You come across a lich dressed in a spidersilk robe floating down one of the aisles. His two skeletal servants are carrying stacks of books close behind him.
57	You find yourself in a section of the library meant for giants. The bookshelves tower over you and most of the books are close to 7 feet tall.
58	You witness a bookworm, nearly a foot long, munching on one of the corners of a large tome.
59	You see a Library Elder removing silverfish the size of small dogs from the upper reaches of the bookshelves.
60	You come across a section that features transparent books, or 'ghost books'.
61	You see a large Clockwork Golem picking up unattended books and putting them back on the shelves.
62	You find a crazed scholar who has been lost within the library for years. He is claiming he lost his glasses a few months ago, and needs help finding them.
63	You notice that there is a wooden table with jeweled glasses chained to it. The glasses allow you to read in any language.
64	You see a mysterious shelf that appears in different places each time. It is filled with tomes that have been misshelved. It magically finds these titles and transports them to the correct location. You never see it move, it just appears and disappears when you're not looking.
65	You witness sections of the library dedicated to every single God and Goddess, containing their holy books and small displays of their holy symbols.
66	You hear something calling out to you from the top of one of the bookshelves. A mischievous imp claims that he can 'teleport you to the forbidden parts of the library where the GOOD stuff is', if the players would only sign over their souls.
67	You look up and notice floating eyes drifting about, keeping a close watch on the many patrons of the library.
68	You go to pick up a book and as soon as you touch it, it feels fleshy. The book all of a sudden bares its teeth and bites you!
69	You come across a cloud of animated books or origami butterflies made from pages, fluttering in a large open area like an art installation.
70	A group of dwarves are crowded around a section of the library that discusses engineering and metalworking.
71	You see a group of Dark Elves reading in a darkened reading area. If you approach with a torch, they ask you to kindly turn that light out, they are trying to read.
72	You see the astral projection of a wizard looking through a bookshelf on the topic of different bird species.
73	You witness a group of giant rats eating the pages out of a pile of books that have been thrown to the ground in a pile.

Dice Roll	Result
74	A great horned owl sits on top of one of the bookshelves and carefully studies the aisles for rodents. She ignores you and the rest of the party, unless you bring her a snack.
75	You find a book sitting upon a lectern that doesn't appear to have anything written in it. If studied too closely, you take 1 psychic damage. A Library Elder quickly approaches and takes the book away, saying "This isn't for mortal eyes."
76	Between two sections of bookshelves, you come across a quiet reading area with four leather chairs, a fireplace, and a long wooden table. Above the fireplace, there is a large painting of a forest that looks incredibly detailed. Wait, do you feel a draft of air coming from the painting?
77	You come across a section of the library where the bookshelves are actually large, living trees that tower over you. The sounds of birds can be heard high up in the treetops. The covers of each book that the tree holds is made from bark.
78	You witness a Library Elder removing the body of a human who accidentally opened one of the 'forbidden' books and had his mind melted.
79	You find a section of the library that is roped off. A small sign reads 'Inhabitants of the Material Plane Not Allowed'.
80	You come across a swirling purple portal that leads you to a deeper part of the library.
81	You overhear a wizard asking one of the Library Elders for help finding a book that will be written in the future. To your surprise, the library does in fact have the book.
82	You see a wizard and her three clones sitting at a table, all reading books at the same time while jotting down notes.
83	The library claims to have a 'Biography' section on every person or creature who has ever lived or ever will live. If you can somehow find the book that details your life, you find that it is incredibly accurate, down to the finest detail. The last paragraph details you reading this very book.
84	You see a glowing humanoid slowly floating high amongst the bookshelves, looking for a specific book.
85	You find a section of the library titled 'Future Geography' that details landmasses and continents that haven't even been formed yet.
86	You overhear two patrons speaking about the 'secret underground part of the library'. They begin debating about what could possibly be down there.
87	Tiny origami birds made from parchment flutter around the library. If you stand still enough, some might even land on your shoulder.
88	You find a section of the library containing books written in a weird, alien language. The books are all circular shaped.
89	You are approached by a robed humanoid who asks if you've seen any of the 'fifth or sixth dimension books'.
90	You come across a section of the library where you can start to hear voices coming from each of the books, reading their contents aloud. If you spend more than a few moments here, you will gain a minor madness from the sheer amount of voices and information entering your head.
91	You find a Book Golem sitting on the floor in front of a crowd of children of all different races, some you've never even heard of. The Golem is reading story books.
92	You come across a section of the library that is made up of small crypts that contain the bones of various famous authors. For a fee, one of the Library Elders can approach a crypt and summon the ghost of an author to answer any questions you might have about their work.
93	You overhear a conversation between one of the mysterious Library Elders and a patron. The Library Elder says that time moves differently within the infinite library. What might be five years of study here would only equate to about five minutes in the normal flow of time.
94	You witness a doppelganger transform itself into a student and join a group of visiting scholars.
95	You come across a dwarf trying to sell quills that he claims were used by famous authors!
96	You come across a ghost walking up and down one of the aisles, looking for a particular book.
97	You find a room that contains 'Lost Treasure Maps' from the past eon. The library allows you to rent one at a time.
98	You pass by a sentient plant sitting at the end of one of the aisles. It very kindly asks you for some water.
99	You come across one of the Library Elders, a slender, well-dressed humanoid that stands almost 8 feet tall, slowly restocking the shelves with new books that have just been written.
100	You see an individual from the Plane of Fire reading a book made from pure obsidian.

# OSR V AULT

Thank you so much for supporting the OSR Vault! Please visit [www.osrvault.com](http://www.osrvault.com) for more works like this.  
Support the work on Patreon at [www.patreon.com/dndspeak](http://www.patreon.com/dndspeak).

