

5E

AB
ABYSSAL BREWS



TOME SPIRIT

Haunting the halls of long forgotten archives
these spirits hold onto knowledge tightly.

TOME SPIRIT

Ancient libraries of long forgotten tomes dot these lands from coast to and those that would seek out that forgotten knowledge are plentiful as well. The pursuit of knowledge can be as dangerous as a hunt in many ways, albeit different from what you might expect. There are those that become so obsessed with learning the answer to the question that they lose sight of the rest of their lives slipping away. The pour over tomes and scrolls for hours on end, reading late into the night as their eyes become bloodshot and their other senses dull. It is through this single-minded obsession to learn the answer to a question, that a Tome Spirit can be formed. When one is so desperate to learn the answer they've hunted so long, they might carry that obsession into death, refusing to move on until they have learned the truth.

Tome spirits are often sad beings to come across. Many have spent years untold searching the halls of the libraries and studies they are bound to, seeking answers that likely never come. It's the greatest tragedy a scholar could ever imagine knowing that an answer is out there, but you have no chance

to find it while bound to your place of death. Often these spirits have read every book in the library cover to cover and memorized nearly every line. They often have comprehensive knowledge of what the tomes in their locations can share and what they can't. They still read through them regularly, hoping to find some hidden piece of meaning that was never there to begin with.

While not inherently hostile, Tome Spirits can be quick to anger if they feel as though someone is impeding their studies or otherwise violating the sanctity of their library. They are often extremely protective of their books and have little time for those that seem too brutish or ignorant to understand the importance of literature. Many were scholars in their past lives and delight in getting to share information with those they consider cunning or brilliant.

Unfinished Knowledge. Every Tome Spirit is searching for a lost piece of knowledge that was individual to their life. They will continue to regenerate at their place of death until their thirst for knowledge is finally sated. They may find it difficult to communicate what that knowledge is and can often be vengeful if they feel they are being lied to or taken

TOME SPIRIT

Medium undead, lawful neutral

Armor Class 12

Hit Points 77 (15d8+10)

Speed 5 ft., 40 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +5, History +5, Religion +5

Damage Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., Passive Perception 11

Languages Understands Common and 3 other languages but cannot speak

Challenge 4 (1,100 XP)

Ethereal Sight. The Tome Spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane.

Incorporeal Movement. The Tome Spirit can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. Tome Spirit makes one Tome Strike attack, and one Telekinetic Tome attack.

Tome Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (2d10+1) Bludgeoning damage plus 5 (1d10) Necrotic damage.

Telekinetic Tome. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 12 (2d10+1) Bludgeoning damage.

Omnidust (Recharge 4-6). The Tome Spirit slams her dusty tome shut spewing rancid dust in a 15 foot radius sphere around her. Creatures in the sphere must succeed on a DC 13 Constitution saving throw or become Incapacitated in a coughing fit for 3 rounds. A creature can reattempt their saving throw at the end of their turn, ending the condition on a success. The Tome Spirit is immune to these effects.

Reactions

Silence is Golden (3/Day). When a creature within 60 feet of the Tome Spirit casts a spell with a verbal component, the Tome Spirit can attempt an Arcana check to interrupt the casting of that spell. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

advantage of by the living.

Sad Souls. Many Tome Spirits live solitary and sad afterlives combing over the same tomes again and again looking for one clue they can never find. Those who approach with honorable intent to help lay these spirits to rest by aiding in their search may find the spirits amenable to communication. They are especially interested in those who seem knowledgeable and scholarly.

Suffering in Silence. Noise can often be frightening to Tome Spirits after so long in the quiet. They may lash out at those that interrupt their studies with banter or song. They have no tolerance for those that would destroy knowledge and will quickly become hostile if any of their books are destroyed.

TACTICS

Tome Spirits rarely start off hostile to outsiders and prefer to observe in silence for some time before they pass judgment. If the players seem overly boorish or aggressive, the spirit will attack to defend their tomes.

- The best place to set a Tome Spirit encounter is an old library or some otherwise scholarly place. They make the most sense to be in places of great knowledge or forgotten sections of old libraries. They often have extensive knowledge of tomes in the place they dwell and can provide useful information if they are respected.
- Rejuvenation should play into the part of the encounter. You can even flat out tell the players after they defeat it once that its presence still lurks here.
- Omnidust is a great tool to break up an encounter and sew some panic as it moves in the cloud striking players.
- Silence is Golden is a powerful shut down. Save it for a potentially dangerous spell that could throw the encounter the way of the players.

SUGGESTED PAIRINGS

Tome Spirits are often left in tormented and lost places. Many live in silent and solitary suffering, but other undead may be present.

- It would be torture for a Tome Spirit to be dealing with mindless undead like zombies. This makes for an interesting pairing.
- Animated skeletons of former servants, groups of roving shadows that plague corridors, and other corrupted undead make good encounters around the Tome Spirit.



OMNIDUST

Wondrous item, Rare (requires attunement by a wizard)

This old and well worn tome has a thick layer of dust that has worked its way into every page of the book. The cover is emblazoned with the words "Ashes to Ashes" and the spine bears a foreboding skull. It smells of old and musty paper and is overall gritty to the touch.

When found, the book contains the following spells, which are wizard spells for you while you are attuned to the book: comprehend languages, detect thoughts, message, suggestion, unseen servant. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

Twice per day you can slam this book shut causing a cloud of vile dust to burst from the pages in a 15 foot radius sphere around you that persists for 1 minute. Creatures outside of the dust cloud cannot see into it and creatures within the cloud, other than you, are blinded by it. Creatures other than you that end their turn within the cloud must succeed on a DC 15 Constitution saving throw or be incapacitated until the start of their next turn. This ability resets daily at dawn.

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