

A dusty tome is pulled from a neglected shop shelf. A blinding light radiates from its pages. The party vanishes as the Book clatters to the ground.

**I**  
Stay the  
path

**II**  
Heed  
advice

**III**  
Choose  
your  
battles  
wisely

**IV**  
Beware  
distractions

**V**  
Persist  
through  
adversity

**VI**  
Begin  
anew

## EX LIBRIS AN ESCAPE

# ENDYL

Intx, quills and parchment rest on a table before a large door. Carved into the table's surface is the following:

Turn the page; open the door  
Back to the life you knew before.  
Armed anew; with knowledge as key  
Use what's at hand to set us all free.

### THE MAZE

The party awakens in the center of a maze. As they advance they find numbered scraps of parchment with strange warnings or riddles. After they emerge, they are able to look back and see that the maze is actually a large, ornate letter P.

### YOU ARE HERE

As the party realizes this, the voice of the Book speaks. It was once the property of the scholar Pendyl, who imbued the Book with consciousness. After Pendyl's death the Book languished with no purpose. Lonely, the Book wishes to help those worthy of the knowledge it contains. The Book explains that they must travel along the illuminated page through a series of encounters,

then falls silent. If the party can survive the tale, they can help the Book escape by allowing its consciousness to imbue items of their own.

*GM's Note: You may treat the red trail that runs counterclockwise around the page as the 'path' the party must travel. Suggested order of encounters is also described counterclockwise along this page, beginning with The Maze and ending with An Escape.*

### BLACKLETTER FOREST

If the party strays from the path, they find themselves wandering through a thick forest of text. Within is Titivillus, a scribal demon who encourages procrastination and laziness. He will consistently encourage the party to stay and relax, even offering them (cursed) items in return. Attempting to leave causes Titivillus to attack. After escaping, they notice a disembodied hand pointing back to the path.

### A WARNING

Upon exiting the base of the illuminated P, the party comes upon a grid of strange floating letterforms. Beyond is a locked door with two keyholes, both of which must be unlocked to proceed.

|   |   |   |   |
|---|---|---|---|
| w | t | h | i |
| e | n | h | a |
| t | i | i | a |
| r | h | n | e |
| h | k | t | n |

How to Solve: Three words are deconstructed within this chart according to a pattern. Find and identify the keyword to unlock both locks on the door.



**Monstrous Marginalia**

**Titivillus** - See Blackletter Forest

**Harpy** - A terrible screech pierces the air as the basket rises up the wall. A winged harpy dives down toward the party sporting twin daggers in each hand. The harpy sets about trying to cut the rope and the group must fight it off while continuing to move upward.

**Knight and Snail** - The party comes across a noble chevalier battling a fierce, slithering snail. The knight's armor and the snail's shell are damaged, indicating a long battle. If the party tries to intervene on behalf of either combatant, both will turn and attack the party.

Ideally the players should use the writing implements to draw themselves escaping with the Book. The Book cheers after the final puzzle is solved. Now its consciousness can escape with the party if they'd be so kind as to allow its chapters to inhabit one or more of their items. The Book is wise and knowledgeable so any bonus from the now-magical item should reflect that. The party reappears in the shop as the proprietor admonishes them to quiet down and reminds them that if they break it, they've bought it.

### THE ASCENDERS

Shortly after returning to the path, the group comes to a wall. A basket large enough to hold the party sits at its base. The

basket is rigged to a rope-and-pulley system and it looks like it's a long haul to the top of the wall. The rope and pulley must be operated manually from the tower at the top of the wall.

**Hand Trap** A disembodied hand swoops down to grab the party. It can be avoided, but anyone unlucky enough to be caught is flown to the Blackletter Forest and dropped from above. The rest of the party finds a side trail to lead them there.



Hidden words: watch, learn, think, think  
Keyword: think  
To open door, insert keyword into both keyholes. 'think twice'





My current frenzied state of project acquisition began in the Society for Creative Anachronism, a medieval and renaissance reenactment group in which I worked as a "scribe", someone who produces the illuminated manuscript reproductions that are used as awards for the membership. We'd call it "combat scribing" when we were working right up until the moment the finished product was given away, and that's what happened with *Ex Libris Pendyl*.

Brandon and I wrote this in a big time crunch. We knew we wanted to submit something for the One Page Dungeon Contest, but we forgot to pay attention to the deadlines. So by the time we finally looked it up, it was almost a week to the day until the submissions were due. We almost threw in the towel then, thinking the only way we'd be able to finish a new original adventure plus illustrations by that time would be if we had a really great gimmick on hand. Almost as soon as we spoke that aloud, we came up with a pretty good gimmick.

I could play to my strengths by designing a dungeon map around the borders of an illuminated manuscript, in which the party has to interact with both the text and the marginalia. Brandon could design puzzles and stretch his already overtaxed patience by formatting the final product according to my very exacting demands to give it a passable historical appearance (cue rant on the hierarchy of scripts and/or letter spacing).

Though the adventure has several varied combat scenarios (and who doesn't love knights vs. snails?), I hope the GM and the party get creative and enjoy their encounters with Titivillus, source of all typos, master procrastinator, and the patron demon of scribes — beautifully rendered into being by Josh for this bonus excerpt!

And you're also going to see about the stat block

# Titivillus

## Small Fiend, Lawful Evil

Titivillus the Scribal Demon originally introduced typos and mistakes into works written by the unwary. They have grown powerful enough to now introduce typos into speech, leading to slips of the tongue, and uttered faux pas, causing endless amounts of trouble for those whose minds wander while they speak or write.

**Armor Class** 14 (Natural Armor)

**Hit Points** 70 (20d6)

**Speed** 30ft., 60ft. Fly

|            |    |      |
|------------|----|------|
| <b>STR</b> | 6  | (-2) |
| <b>DEX</b> | 16 | (+3) |
| <b>CON</b> | 8  | (-1) |
| <b>WIS</b> | 18 | (+4) |
| <b>INT</b> | 16 | (+3) |
| <b>CHA</b> | 12 | (+1) |

**Saving Throws** CHA +7, WIS +10

**Skills** Arcana +9, Investigation +9, Perception +10

**Damage Resistances** Fire, Psychic

**Condition Immunities** Charmed, Exhaustion

**Senses** Devil's Sight 120ft., Passive Perception 20

**Languages** All

**Challenge** 5 (1,800XP)

### TRAITS

**Master Forger** The Scumble Demon may write perfectly in the style of any creature whose handwriting it may read at least 100 words of.

**Lingustic Mastery** The spell "Comprehend Languages" was based on the Scumble Demon's magical understanding of language.

**Silvertongue** Titivillus is a renowned negotiator, and has Advantage on Persuasion checks against non-hostile creatures.

### ACTIONS

**Multiattack** Action, the Scumble Demon makes two Pen attacks, or one Pen attack and one Sword attack.

**The Pen is Mightier** Nelee Weapon Attack, +7 to hit, range 5ft., one target. Hit: 9 (1d12+3) Piercing Damage.

**Teh Sword** Ranged Weapon Attack, +7 to hit, range 60/180ft., one target. Hit: 8 (1d10+3) Peircing Damage.

**Puns of Pain** As an Action, Titivillus may utter a pun so awful, all creatures of the Scribal Demon's choice that hear it clearly must succeed on a WIS Save DC15 or take 10 (4d4) Psychic Damage and have Disadvantage on their next attack roll before the end of the Scumble Demon's next turn.

**Slip of the Tongue** As a Bonus Action, range 60ft., one target. Target creature must succeed on a DC18 WIS save or be vocally confused until the end of their next turn, saying one word slightly wrong in each sentence. This causes Verbal spell components to be just slightly off for spell-casting.

**Wordthief** Bonus Action, range 5ft., one target. Titivillus may steal individual words from any written material, respacing it with a mis-spelling of the same word. Creatures within 10ft. may attempt a DC18 WIS Save to notice the Scumble Demon and thwart them.

**Spell Confusion** Bonus Acton, range 60ft., one target. Titivillus may jumrble magical energy around a creature. Target may attempt a DC17 CHA Save being afflicted by a random effect on the Wild Magic Table if they fail.