

## Library's and Librarians in the Old World

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Attached to any large university, temple or guild hall you will find a library. A library is a place where much of the knowledge of a organization is kept. You will not only find books, but rare maps, archived ledgers, copies of contracts, and other types of written information. Yet to keep a library running you need two very important people: clerks and librarians. Shelving of books, and the daily running of the library falls on to the shoulders of clerks. They are the people library patrons will come into contact with regularly. Next to the librarian they are also the only ones who understands the classification system. Librarians are the most important people when it comes to libraries. They are the ones who developed the classification system, and they are the ones who know where everything is. More importantly librarians know how to use the collection to research a topic. This article will introduce libraries to the **Warhammer Fantasy Role Play** world, and introduce two new careers as well.

### Libraries

Eventually a player will want to have his character visit a library to track down information. Be it a location of a lost tower, or a 50 year-old contract most answers can be found in a library. Yet, unlike libraries today, Old World Libraries are run completely different. First not every one can enter the library, you must be either a member of the guild or a student in the University. Once you get past the doors a patron does not have easy access to the library's collection. Books, scrolls and other items are valuable and librarians go to great lengths to protect them. Most of the collection is *chained* and if not *chained* the collection will be closed.

*Chained Books* is what the name implies. The books are physically chained and locked to the shelf and can not be removed. The only way for the book to be moved is if the chain is unlocked. You will find *chained books* in most University libraries because most of these libraries are open to students and scholars. If the books are not *chained* then the library usually employs *closed stacks*. A collection that is *closed stack* means that only clerks and librarians can walk among the shelves. If the person

needs a book, they request it and it is brought to them.

Regardless if the book is *chained* or the collection is *closed* no library allows the patron to check-out materials. There are some groups like *The Order of the Illuminated read* that loan books to their members. Yet the penalty for not returning the book is very high (for more information please see ***Dying of the Light***). Since most libraries prohibit their collection from being checked-out there are many attempts to steal or even remove pages from books. To discourage this, most libraries hire guards to watch the doors and wander up and down the isles of the shelves. If a patron is caught stealing a book the penalty is usually a stiff fine or jail. If a patron is caught cutting pages from books, the penalty depends on the type of library. University and geographical libraries the punishment is prison. Guild libraries tend to lean toward imprisonment, but sometimes sells the offender into slavery. Religious libraries have a modified form of punishment, which usually involves the offender working off the damage for a number of years. If a book theft or vandal is caught in a Magical Library, justice is swift, lethal, and permanent.

Navigating a library is difficult even for the literate. All libraries have a cataloging system that is unique to their library. Unlike the modern world there is no standardized cataloging method, and all libraries have their own system. Add to this the cramped nature of shelves and the lack of proper signs a person would become quickly lost in a maze of books and paper. That is why all libraries employ clerks and librarians.

Clerks are the people that most patrons come into contact with. It is the clerk's job to reshelve the books and manage the daily operation of the library. Most common research questions and book requests can be filled by a clerk. They may not have the necessary training of a librarians, but they know enough to point a person in the right direction. Unlike librarians, the work a clerk does is free. It doesn't cost the patron anything extra to have a book brought to them. Though a clerk may not have developed the libraries cataloging system, they are familiar with it. Clerks also serve another important function. They manage the library, and act as the flood gate between the patron and the librarian. Librarians are too busy to answer simple questions like: "When was Emperor Franz born?" It is the clerk's job to handle such trivial matters.

Clerks may know how to find the books, but it is the librarian who knows who to make them sing. Librarians are experts in research, and can quickly locate what the PC is looking for. However research is long and expensive, and only the most wealthy can afford to hire the services of a trained librarian. The average price is 5 GC's per hour of research. If the librarians is a specialized one, the price will be even higher.

*Table 1: Cost of Research*

There are five types of libraries that are common to the Old World. These are also the types that PC's will come into contact with during their careers. The five types are: University Libraries, Geographical Libraries, Guild Libraries, Religious Libraries, and Magical Libraries.

**University Libraries** are attached to all major universities. These libraries are staffed by regular librarians. The collections contain books and scrolls that deal with broad topics of: history, literature, anthropology, philosophy, archaeology, chemistry, physics, legends, myths, and sometimes music. These type of libraries are open to registered university students and faculty members. Non students are typical charged 1 GC just to get into the door.

**Geographical Libraries** are a special library that deals with only maps, atlas, and charts. Currently there are only two such libraries in the Empire, and they are attached to the libraries of Altdof and Nuln. These libraries operate independently from the typical University Libraries. They are staffed by geographical librarians and the research they conduct deals with navigation and mapping.

**Religious Libraries** are special libraries located in the main temple of each of Empire's main faiths. Though the Verena libraries are renowned for their subject coverage, other faiths have libraries as well. The purpose of a religious library is simple: store and preserve the scarred writings of the faith. All religious libraries contain religious texts, and other important writings devoted not just to the patron god, but the other gods as well. You will also find texts dealing with the religions of chaos locked away in vaults. Religious libraries also tend to be archives of the former head priests and priestess writings. All religious libraries are staffed by religious librarians, and many of these libraries also are former priests. Unlike other libraries Religious libraries are open, and admittance is usually in the way of a donation to

the church.

**Magic Libraries** are the rarest of all libraries in the Empire and the Old World. Though the high elves of Ultheran are known to have the largest library devoted to magic, this is general inaccessible to wizards. The only publicly known Magic Library is located at the School of Wizardry in Altdorf. Wizards who want access to this library pay a yearly fee of 50 GC's, which allows them access to the collection. This fee does not include research and all research done by mage librarians is still paid for. The Altdorf magical library is a heavily guarded building, and probably is the most secure building in the whole Empire.

### **Using Librarians**

Librarians offer many possibilities as NPC's and as PC's. NPC librarians can be a source of employment for adventures who need to earn some money. Librarians are always looking for new books to acquire, or tracking down book thieves. Add to this that most librarians have access to rare information, a librarian will often higher a group of adventures to track down a object that was discovered in a book. Adventures who come into contact with books during their adventuring, will often find librarians anxious to buy what they have. Sometimes a librarian will grow tired of being among books, and only reading about adventures. These librarians seek to experience life, and see if what they read is true. A librarians who takes to the open road will often find that what he reads was not entirely true.

PC Librarians are adventures. They seek to uncover lost knowledge and experience the events they have only read about. Though they are not the best of fighters, they use their knowledge to solve problems. Also a librarian will have a easier time gaining access to libraries and will often aid his party by researching for them. NPC librarians on the other hand, tend to be quiet and aloof. They rather conduct their own research, and find the interruptions from a patron to be an annoyance.

### **New Careers**

The two major careers that are present in libraries are clerks and librarians. Clerks perform most of the daily duties of keeping a library working. Most PC's will come into contact with clerks when they visit the library. Librarians run the library and they are the ones who keep the collection in repair, laid out the classification system, and perform research.

## **Clerk** (Academic Basic)

(insert Clerk Stats)

**Entries:** Initiate, Scribe, Student, Wizard Apprentice

**Exits:** Charlatan, Cleric, Counterfeiter, Lawyer, Scribe, Student, Wizard

**Skills:** Blather, Languages, Read/Write, Super Numerate; 25% Secret Language Classical; 25% Law, 25% Linguistics

**Trappings:** Eye Glasses, Writing Kit, 1d20 Forms and Petitions, Dagger, 2 Gold Crowns

To run a government the size of the Empire it requires a lot of lower level bureaucrats to keep the wheels of government moving. Universities also need people to keep track of admissions and manage the daily running of the university. Libraries need clerks to shelve books, deal with patrons, and manage the daily running of the library. Merchants, coaching companies and guilds use clerks to manage the books and keep track of the expenses/ Though many think that clerks have no real power this is not the case. After all it is a clerk who process your guild membership form, court petition or University admission. If you anger a clerk you will soon discover that your paperwork has conveniently become *lost*.

## **Librarian** (Advanced Career)

(insert librarian info)

**Entries:** Cleric, Clerk, Lawyer, Scholar, Scribe, Student, Wizard

**Exits:** Charlatan, Lawyer, Scholar. Librarians can also choose to become a specialized Librarians. To do so a librarian has to purchase all the skills for a general Librarians and pay an additional 100 EP. If a specialized librarian wants to move into another specialty, they must first acquire all the skills in their current specialty and pay an additional 100 EP.

**Skills:** \*Book Repair, Evaluate, History, Linguistics, Lip reading, Read/Write, Scholarship

(*Apocrypha Now*, page 64), Secret Language--Classical. (*\*new skill see below*).

The following skills are available to specialist librarians:

*Geographical Librarian:* Astronomy, Cartography, Navigation

*Law Librarian:* Law, Super Numerate

*Magic Librarian:* Magical Awareness, Rune Lore, Secret Language--Magick, Scroll Lore

*Religious Librarian: Scroll Lore, Theology*

**Trappings:** Reading Glasses, Writing Kit, 1d4 Books on Various Topics, Book Knife (treat as improvised weapon), Spool of Bundling Twine

A librarians is responsible for the running of a library, and will supervise a number of workers who shelve, repair and manage the collection. It is the librarian who developed the library's cataloging system, and generally they are the only one who knows where anything is.

Scholars see librarians as nothing more then failed teachers. Students and patrons on the other hand see them as enforces of silence and the guardians of books. Librarians disagree with these views, and they see themselves as the caretakers to the past. A book or scroll, they argue, is a window to the past and this window must be preserved. Librarians will always seek out new materials for their library's collection, and will protect the collection as if it was theirs.

It is rumored that recently the secret order known as *the Ancient Order of Illuminated Readers* has started hiring librarians to work in the Unseen Library. The reason for this is due to members of the order finding it next to impossible to find anything in the stacks. Since librarians have started working in the Unseen library, the collection has started to become easier to navigate. For more information on *The Order of Illuminated Readers* please see page 188 of ***Dying of the Light***.

**New Skill:** Book Repair--A character with this skill can repair and preserve scrolls, maps, charts, books, and anything else made of paper. **Dex** tests are made with a +10% modifier when a librarian is trying to repair or persevered something of paper. If the roll is failed the object is badly damaged and may in fact be ripped.