

# The Arcane Library



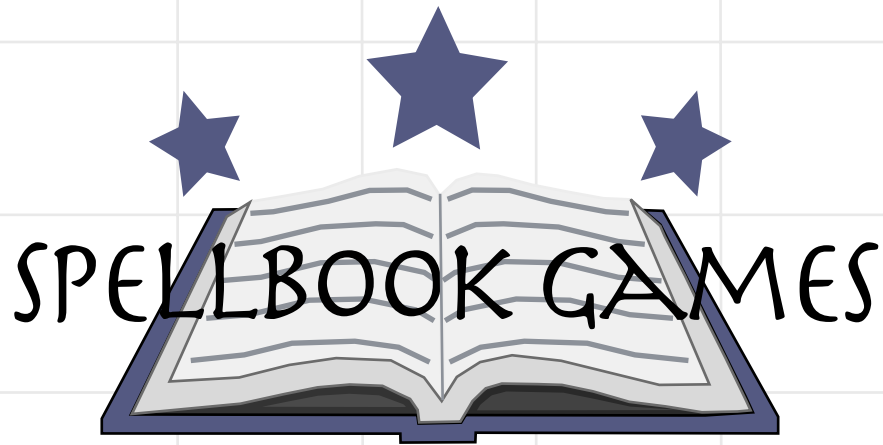
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## Location

A non-descript wooden door hangs in a splintered frame in a dusty hallway, with creaky brass hinges and a sticking latch (the door is wizard-locked closed on 1d6 rolls of 1-3). Behind the door is a passage 6 FT wide by 8 FT tall by 15 FT long ending at a narrow, steep, stone stairway leading down; the stair is filled with a cold, wispy, fog, and completes three full spirals over a vertical distance of 70 FT. The right hand wall is decorated with motifs associated with an obscure or forgotten deity of knowledge or a mystic cult (for example, the Illuminati) associated with such a deity. Judges may allow adventurers to identify the workmanship as Dwarven, Gnome, or Dark Elf, as appropriate. Adventurers hear an audible phantasm of footsteps running ahead of them as they climb down the stairs. At the bottom of the stairs is a black stone arch 15 FT tall by 12 FT across at the floor, decorated at the capstone with a glowing (open) green book flanked by scrolls.

## Antechamber

Past the arch is an arched tunnel 12 FT tall by 10 FT across, 40 FT long, that opens into a six-sided chamber through a circular opening, 8 FT in diameter. The tunnel has a floor made up of old oaken planks that creak eerily as adventurers tread on them. The chamber is 22 FT high by 30 FT across at its widest, with a polished onyx floor, and ochre painted walls. Thick brass ribs are located at the seams between walls, arching upwards to join together over the center of the room; a lit red lantern hangs from each rib 10 FT off the floor, and a larger red lantern hangs from a brass chain at the junction. In the center of the floor an open green book is inlaid in semiprecious tiles.

On a wall to the left as adventurers enter is a 10 FT tall iron door secured with an oversized iron chain and padlock (-25% to pick); this door leads to a lower dungeon level. On a wall to the right is a 10 FT tall brass door with adamantine hinges and handle (no lock; opens outward) that leads into the Library; This door is found closed and does not open when pulled (held closed by three adamantine bars on the inside). Above the brass door is an inset ledge 15 FT long by 8 FT deep with a brass railing (provides cover and protection against missiles – apply -3 to hit) and at the back of the ledge is a round brass door 6 FT in diameter with adamantine hinges (no handle or obvious latch; this door opens inward and is held closed on the inside by two brass bars slipped through adamantine wall brackets). Both brass doors (and their hinges) are enchanted, sustain hp400, ignore acids and heat, and cannot be cut by weapons or tools having less than a +4 enchantment.

When an adventurer stands on the book inlaid into the chamber floor and taps their foot (or staff, etc.), a booming echo sounds in the chamber (1d20 roll GTET 28-[Stamina] or stunned 3d20 rounds). 1d8 rounds later a mature Gnome, Korilyam, opens the upper brass door and emerges onto the ledge; he carries a loaded **crossbow** (+2 to hit, Arrow of Human Slaying – save versus death on 1d20 roll GTET 34-[Stamina]), wears a **Ring** (+2 Missile Fire), and has his mandolin on his back; the door is immediately shut behind him. The Gnome inquires why the adventurers want to enter the Library of Entallikles; he allows entry on 1d100 rolls GTET 90-[Beauty statistic of spokesperson]; apply a modifier of +[Level] for an Arcane spell caster (must identify); apply a modifier of +1d6\*[skill level] for a Sage or Researcher (must identify); apply a modifier of +5 if Dwarf; apply a modifier of -10 if Elf; apply a modifier of -30 if a bribe is offered. If Korilyam is attacked he can invoke a **chain lightning spell** three times (3d10 on the inlaid book symbol, 2d10 at 6 FT distance from book, 1d10 at 12 FT distance, 1d6 at 18 FT distance). The balcony and railing provides cover against missile fire (apply a -3 to hit modifier).

# Library Lobby

Immediately behind the brass door is a rectangular chamber with an arch in the opposite wall leading into the main library; an enchanted repulsion field prevents unauthorized persons from entering the Main Library beyond (each librarian wears a silver ring which allows passage through the field, as does holding a valid Library Card). The floor is red tile, the walls are covered in green-and-blue wallpaper, and the ceiling is cherry wood planks. Ten oil paintings of balding old men in robes and spectacles hang on the walls. Two glowing spheres (permanent daylight spell) are attached to the ceiling by brass rods. In this area are four antique wooden desks/chairs (for the librarians Korilyam, Hellasene, Greggress, and Myron), a 7 FT marble statue of Athena standing on a half-globe base and holding an open scroll, a scarred old wooden table with a vase of dried flowers, and a wood water-cooler with ceramic jug.

None of the desks have locks; inside are found a variety of ordinary office supplies along with (total from all): 21 CP, 16 SP, 8 GP, a small carving (superior quality, 207 GP), pewter bowl, 2 silk handkerchiefs (each 32 SP), 3 golden goblets (each 122 GP), 6 steel knitting hooks, a sewing kit, a cartographic drawing set (18 GP), 4 empty coin tubes, a blue glass eye, barber's razor, pipe lighter, tinted gold-framed spectacles (414 GP), 5 pouches of fine pipeweed, incense stick (3 GP), pouch of dried hallucinogenic mushroom (for pipe, 45 GP), 2 vials Holy Water (Wodin), and a 30 FT cloth tape measure. If the statue is overturned, two books are hidden (find on 1d20 rolls GTET 25-Wisdom) in the hollowed base (**Manual of Greater Stone Golem Construction, Manual of Magus Experience 5000 xp**). At least two librarians are present here at all times (one is required to open the antechamber door).

The Librarians will buy any unusual or rare book, paying the same price as a collector; they will buy magic books (used) at 500 GP each; they will buy magic books (not used) at 5000 GP.

# Main Library Chamber

A circular room 80 FT in diameter, having an arched ceiling 70 FT high in its center, with six arches equally-spaced along the perimeter leading to other book rooms, and two marble stairs leading up to a mezzanine level (18 FT above the floor and 25 FT deep). The flooring is made of terra cotta tiles, the walls are paneled with a light wood, and the ceiling is white, painted with a colorful mural showing the construction of the Great Library of Anacaphas at Feddrisport. A crystal chandelier hangs over the room's center, and green glowing orbs (permanent daylight spell) are attached to the walls at 9 FT intervals. Several mountain goat fleece rugs are on the floor. Twelve upright staves in gold stands (140 GP) are scattered about the Main Chamber, the Mezzanine Level, and the various library study rooms; if any staff is touched by any Librarian (or person wearing a Librarian's ring), ten Library Guards are summoned, appearing on the Mezzanine Level 1d10 rounds after being summoned.

On the main floor are ten circular table, each with six ornate wood chairs, two large wooden desks with cushioned office chairs (senior librarians Mortimus and Kellavenna), two wood lecterns, three book stands, a three-gallon urn holding rich hot chocolate with a dozen ceramic mugs, five oversize ceramic pots each with a bushy plant, a recirculating fountain (water dyed red) shaped like a cherub holding four jugs, a rack of maps, two upright scroll cases, and twelve large upright wooden bookcases. The desks are unlocked and contain a variety of standard office supplies; in addition the desks contain: 18 SP, 14 GP, 3 electrum pieces, 6 inkwells of colored ink (green, red, orange), a gold seal (368 GP), a silver-bladed dirk (2 emeralds in the hilt, 1014 GP), a folding knife, a four-power magnifying glass, a silver thimble (7 GP), a steel combination padlock (3 digits, dwarf-made, 72 GP), a brass buckle shaped like a wolf's head (2 GP), a pot of hand lotion salve, a vial of good-quality perfume (72 GP), a brass dog whistle, a steel lock pick, a silver-onyx ring (giant-sized, 148 GP), **Far-Seeing Spectacles, Spectacles of Kent, an Orb of Translation, and a Wand** (one spell, level 1, 81 charges).

The room has a **permanent spell which immediately extinguishes any open flame**, and suppresses fireball and lightning spells (prevents unless save on 1d20 rolls GTET 14-[Level]; also applies to Mezzanine level). The room has a permanent hush spell which muffles any loud noises, loud talking, or shouting.

The six book rooms along the perimeter are typically rectangular, 120 FT long by 24 FT wide by 9 FT tall, having dark blue tile flooring, azure walls, and a light blue ceiling; glowing green glass balls (permanent light spell) are attached long the walls at 8 FT intervals. They each contain four rectangular tables with six chairs, two book stands, a scroll rack, and 20 pairs of heavy wood bookcases.

If Library visitors succeed in removing a book, each book has a **recall spell** cast on it, so that it teleports itself back to Library from a distance of 20 miles.

## Mezzanine Level

A balcony area above the main library 25 FT wide, having purple tile floor and wainscoted walls; green glowing orbs (**permanent light spell**) are attached to the walls at 10 FT intervals; ten round white tile circles are on the floor, equally spaced along the inner perimeter – when summoned, these are teleportation arrival points for the Library Guards. Nine arches equally spaced along the perimeter lead to more rooms; six of these rooms contain books, one is a sleeping room for visitors, one is a sleeping room for staff, and one is a combination kitchen and lounge. Landscape and seascape paintings are hung at 6 FT intervals along the perimeter walls. In the balcony area is found 5 rectangular tables each with 6 ornate chairs, three sitting groups of a couch with four stuffed chairs and a coffee table, four statues of armored warriors (detect as enchanted on 1d100 rolls GTET 40), a sideboard table with a 2 gallon urn of cold beer and 10 pewter steins, 2 large blackboards on wheels, five scroll racks, and a book stand with Retsbewd's Most Accurate Dictionary of Common (20 inches thick).

The six library rooms along the outer perimeter are typically rectangular, 120 FT long by 24 FT wide by 9 FT tall, having dark blue tile flooring, azure walls, and a light blue ceiling; glowing green glass balls (**permanent light spell**) are attached long the walls at 8 FT intervals. They each contain four rectangular tables with six chairs, two book stands, a scroll rack, and 20 paired lines of heavy wood bookcases.

The common sleeping room holds eight plain wood beds (surrounded by black curtains), each with a wood chest (contents depends on who is visiting), a worn couch, a floral stuffed chair, and a small round table. The staff sleeping room holds six plain wood beds (each surrounded by black curtains) and six plain wood chests; the chests do not have locks or traps and are held closed by power words (known to the owner, must be changed every 12 weeks, -65% to pick). Together the chests hold a variety of ordinary male and female clothing sized for their owners plus: 77 CP, 104 SP, 58 GP, 4 platinum pieces, 3 diamonds (4800, 8820, 14105 GP)

5 pearls (420, 617, 1288, 3300, 6525 GP), 2 blood-stones (370, 605 GP), a topaz piece (910 GP), ten pieces of ivory (each 1d100\*1d20 GP), a silver comb (34 GP), 2 gold chains (1220, 4100 GP), a gold-ruby ring (9460 GP), two bottles of exceptional wine (2025, 3215 GP), 2 silver candlesticks (42, 70 GP), 5 silver goblets (each 2d20\*10 GP), 2 religious icons, a book of sacred scriptures (Freya), ivory prayer beads (Balder, 155 GP), a chess set, a carved cribbage board, 4 decks of cards, a dulcimer, a brass harmonica, a mandolin, 40 sheets of current music, Alertness Tonic, Clairaudience Potion, Fatigue Banishing Nostrum, Sobriety Potion, Lust-Inducing Potion, Giant Insect Repellent (salve), Snake Venom Curative (salve), Stone-to-Skin Salve, a pouch of Green Mushroom (of Shrinking), a **Blanket of Warming, Cheshire Cloak, Sky Walking Boots, Boxing Gloves, Hero's Masque, Many-Pocketed Vest, Maxyale's Wondrous Firewood Axe, Abar Anathée's Swordsmith Hammer, Fool's Deck, and a Romance Stone** (ruby)



# Library Research

Non-staff are not permitted to enter the Library without a Library Card; adventurers are issued a Library Card good for 20 entries upon, (1) payment of 30 GP, (2) taking a no-violence pledge [geas resisted on 1d20 rolls GTET (34-Will)], and (3) making a 1d20 roll GTET (32-Intelligence).

It takes one hour to thoroughly search/examine both sides of one bookcase. A persons searching for a specific piece of information (fact, record, map, sketch, music score, picture, genealogy chart, etc.) succeeds in the search on 1d100 rolls GTET [100-Intelligence], checked hourly. Persons searching for specific divine information (spells, rituals, etc.) succeed on 1d100 rolls GTET 100-[Wisdom/2], checked every two hours. Persons searching for specific information related to magic (spells, rituals, etc.) succeed on 1d100 rolls GTET 100-[Intelligence/3], checked every three hours. Persons searching for specific information in a foreign language succeeds on 1d100 rolls GTET 100-[Intelligence/4], checked every three hours.

General information about most topics is readily available, and is found after 2d100 hours of searching. An adventurer acquires any learning-based skill with +1 proficiency after ten hours of reading general books on the topic; +1 proficiency at a craft is gained after ten hours on 1d20 rolls GTET [34-Intelligence].

## Encounters

For every hour of research roll 1d20 for a possibility of an encounter. On a 1 through 18 nothing happens, on a 19 a randomly chosen NPC appears to speak to the party. On a 20 a randomly chosen monster of a level appropriate to the party appears, summoned by the close proximity of so many arcane texts emitting power.

# Non Player Characters

Greggress (male half-Ogre, Librarian and Translator, age 34, hp30, AC17 (robe of protection AC7), Statistics: Agility 11, Beauty 09, Intelligence 16, Speed 14, Stamina 24, Strength 20, Will 15, Wisdom 13; tends neutral-good, speaks and reads Common/ Elven/Giantish/Minotaur 100%, Infernal 81%, Dwarvish 77%, Centaur 56%, Ancient Yssian 55%, Pashtu 47%, Magyar 38%, modern Hellene 32%; carries a wood cudgel and a **Bullwhip** (+1, Opponent Strangling).

Hellasene (female human, Librarian and Sage, age 46, hp18, AC10, Statistics: Agility 08 [club foot], Beauty 17, Intelligence 21, Speed 08, Stamina 14, Strength 12, Will 19, Wisdom 17; speaks/reads Yssian 100%, Hellene 83%, Common 72%, Gnome 48%; reads ancient elvish 84%, elder dark elven 63%; carries Levitation and Invisibility potions, and **Glasses of Diplomacy**, wears **gold chain** (Limited Teleportation 250 FT).

Kellavenna (female half-elf, Wizard L10, Senior Librarian, age 42, hp, Statistics: Agility 16, Beauty 13, Intelligence 19, Speed 13, Stamina 11, Strength 12, Will 20, Wisdom 14; speaks/reads Common/Elvish 100%, Dwarvish 57%, Orcish 48%, Giantish 31%, and Harpy 29%; carries Wand (Sleep, resist on 1d20 GTET 34-Will, 1d100\*5 minutes), Elven Dagger, **Gloves of the Spider Queen**. She wears a silver **Ring of Chameleon Power**.

Korilyam, male Gnome, 114 yrs, Minstrel L9, Librarian, hp52, robes AC22, statistics: Agility 16, Beauty 13, Intelligence 19, Speed 15, Stamina 12, Strength 11, Will 18, Wisdom 21; speaks Common & Gnome 100%, Dwarven 76%, Giantish 62%, Elven 39%, Draconic 28%, Orc 18%, and Minotaur 09%); carries a Cordial of Health, Haste Potion, **Belt of Dwarvenkind**, and a **round stone** (Warning of Monsters).

Library Guards (male human/elf, Warriors L1d6+7 [always a Sergeant appears of L1d4+9], hp1d4+21, AC34, statistics: Agility 1d4+17, Speed 1d4+17, Stamina 1d6+16, Strength 1d6+16; gear – chainmail AC+10, **helm AC+6** (night vision), gauntlets AC+4, medium wood shield AC+5, **rapier +2**, healing potion, greater healing potion, potion of poison antidote, displacement potion, and one of 1d6: (1) **spear** [+1, paralysis 3d100 minutes, resist 1d20 GTET 35-Stamina], (2) **wand** [mage arrow volley, 28], (3) **gold chain** [blindness inducing], (4) **girdle** [strength enhancing +3], (5) **axe** [+3, of confrontation], (6) **quarterstaff** [Hero's, LvL+1d4, TD+2].

Mortimus (male Halfling, Senior Librarian and Sage, age 67, hp14, Statistics: Agility 12, Beauty 10, Intelligence 20, Speed 15, Stamina 16, Strength 11, Will 17, Wisdom 15; speaks/reads Common/Dwarvish/Yssian 100%, Elvish 80%, Jute 75%, Pashtu 53%, Berber 43%, and Infernal 22%; carries silver-bladed dagger, **Philosopher's Pendant, Charm** (Protection versus Mental Influences), a Potion of Tongues, and a Potion of Shapechanging (Centaur).

Myron (male Minotaur, Warrior L7, Librarian and Book Conservator, age 36, hp26, Statistics: Agility 14, Beauty 11, Intelligence 18, Speed 16, Stamina 18, Strength 19, Will 16, Wisdom 13; speaks/reads Minotaur/Pashtu 100%, Common 81%, Magyar 74%, Dwarvish 47%, Yssian 30%; carries a **Axe** (+2, Cleaving), a **Rod of Holding** (resist on 1d20 roll GTET 13-Stamina), and wears two **Rings** (improved climbing, poison antidote).

At any time there are 3d10 visitors in the Library. Determine their race from 1d100: (01-02) Bugbear, (03) Cyclops, (04) Devil, (05-15) Dwarf, (16-34) Elf, (35) Ettin, (36-38) Giant, (39-43) Gnome, (44-50) Half-Elf, (51-57) Halfling, (58-72) Human, (73-79) Lycanthrope, (80-83) Medusae, (84-91) Minotaur, (92) Naga, (93-95) Ogre, (96) Slyph, (97-100) Vampire, Visitors are adventurer classed on 1d100 rolls GTET 32; determine their Class from 1d100: (01-04) Assassin, (05-07) Charlatan, (08-20) Crusader, (21-32) Magus, (33-45) Minstrel, (46-57) Priest, (58-59) Rascal, (60-67) Thief, (68-69) Warlock, (70-91) Warrior, (92-98) Woodsman, (99-100) multi-classed. Determine a visitor's class level from 1d100: (01-03) 1, (04-06) 2, (07-12) 3, (13-20) 4, (21-50) 5, (51-67) 6, (68-79) 7, (80-86) 8, (87-91) 1d4+2 (92-94) 1d6+4, (95-97) 1d8+6, (98-99) 1d10+6, (100) 1d12+8. Visitors are equipped with reasonable gear, including magical items, for their race, class, and level.