

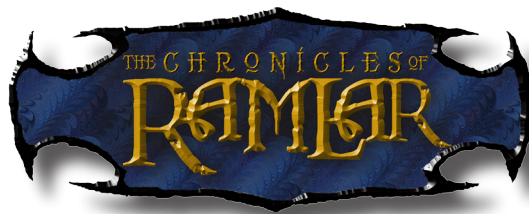


THE DEVOURING LIBRARY



By Montgomery Mullen

Adventure scenario for one player and a Game Master, using the
Chronicles of Ramlar Revised Edition fantasy roleplaying game rules.
Designed for a Wizard character of 4th-7th level.



THE DEVOURING LIBRARY

A ONE-ON-ONE WIZARD'S QUEST

Design and Writing
Montgomery Mullen

Editing and Development
Tony Lee

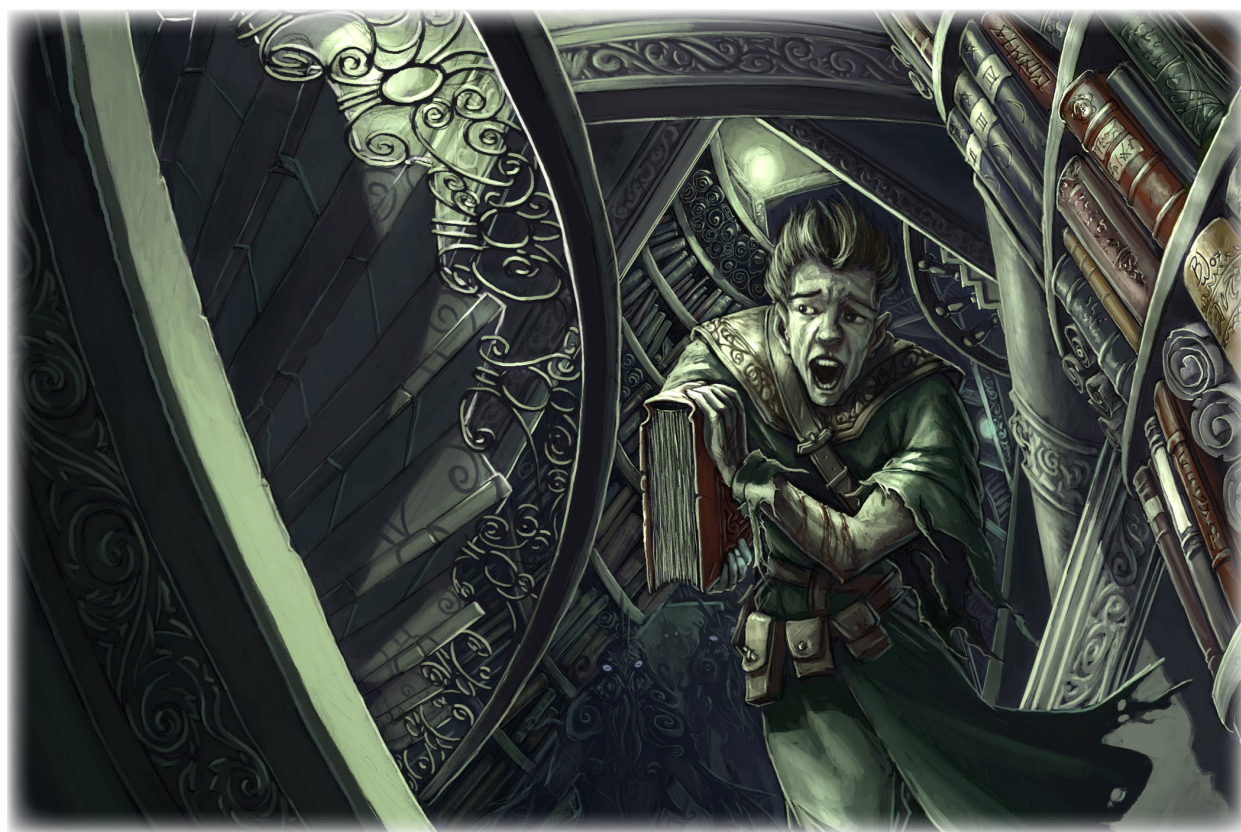
Graphics and Layout
John Prescott

Cover Art
Ben Wooten

Interior Illustrations
Adam Bray & Ben Wooten

All content within Copyright 2006 White Silver Publishing, Inc., P.O. Box 2050, McComb, MS 39649

The names: Cyantheer, Eranon, Isidria, Ramlar, are Trademarks under
White Silver Publishing, Inc. and may not be used by any means without permission.



WHAT IS A ONE-ON-ONE QUEST?

A One-on-One Quest is a compact adventure scenario specifically designed for one GM and one player character of a particular path; i.e., Merthwarg, Rogue, Sevar, Warrior, Wizard. It's perfect for a quick run when other players don't show, or an enterprising GM can even send everyone on separate but concurrent adventures!

INTRODUCTION

The Nilsari Mirageum, college of illusion, has recently witnessed the advent of strange fish-people among the Dragon Isles, bizarre apparitions that come and go without discernable pattern. Rumor has it these fish-men are hostile, ravening monsters, but the Headmaster of the Nilsari wishes things were so simple. Ravening monsters don't invade libraries for the books, and that appears to be what is happening. Worse, the library in question is the only repository for those books pertaining to the artifact that powers the mighty Ward that has kept the Ashnagi fish-men hidden and harmless for generations... and the Headmaster is starting to wonder if it is failing.

BACKGROUND

The Devouring Library was developed in the Nilsari's early days as a repository of knowledge accessible only by those well-versed in magic. It is a mesmerizing vault, full of books both illusory and real, and only through a specific spell can a wizard enter the library to peruse the secret lore collected, consciously and subconsciously, within. It has always been a peculiar place and easy to get lost in, as the name implies. But a skilled wizard is master of her own mind, and so the Devouring Library is not anything more than a test of discipline and intellect.

Until now.

First, books went missing, something unheard of. Shortly thereafter, visitors to the Library were alarmed to find presence of shadowy fish-men, and not as mere fading phantoms. Wizards were attacked and driven off. Some who re-entered the library turned up shortly afterward as corpses, sometimes horribly (but methodically) mutilated. Because the library itself is not entirely "real" and a wizard must brave it alone as if it were a dream, debate continues as to what exactly should be done. How is it that the fish-men were able to intrude? Why is it that they can work together in the confines, when even powerful wizards cannot? And just what are they using the library for?

Wizards known for daring and skill have been asked to enter the library for the purpose of finding these answers, and to safeguard certain books. If they can secure some other lore there that might be useful, it would be well for the Nilsari, but they have been warned not to risk themselves too much. A great reward awaits the wizard who can escape the Devouring Library with answers.

The player's character is one of those with this opportunity.

THE DEVOURING LIBRARY

This enigmatic construction is formed of dreams, by a now-unnamed wizard who got annoyed at constantly finding wondrous books in his dreams that didn't exist. It is in part maintained by the collective subconscious of the Nilsari's students and teachers, and in part is self-sustaining — an immersive permanent dream that a wizard can enter as if it were a real place.

The Library itself does not obey all the laws of physics, and the hallways twist and twine around each other. The magical skill of a wizard, rather than any sense of direction, will help to locate the desired volume, and the discipline of the mind is required for navigation. Like a dream, movement in the Library drifts from whimsical wall-bounding to simple strolling, depending on the circumstances. It has been noted that the fish-men have been frighteningly mobile.

Until recently, the greatest danger in the Library for a wizard was to become "lost," essentially unable to leave unless assisted by an outside party, but this usually only happened to exhausted wizards accessing the Library for a last-minute task or the like. Now, it has been revealed that a wizard killed in the Library materializes in the real world again, and judging from the signs on some of the bodies, torture does not release a wizard from the Library.

Zones

The Devouring Library is not consistent in shape, but the various definable regions within it are called "zones," and there is a method to determining how they are connected. All zones are different, but all share these characteristics: Tangibility and Gravity.

Tangibility

This has more to do with the strength of the ambient illusion than it does solidity. Normally, this would have little impact, but it determines how the Ashnagi can interact with their surroundings, and how a wizard can interact with them. Tangibility ratings and their effects are as follows:

1 - Ashnagi are ghostlike and unaware of the wizard unless the wizard actually moves through their space. The wizard can perceive them as translucent figures, but cannot hear them. Neither can affect the other. Ashnagi must roll Perception to follow a wizard to another zone, tagging along right behind the wizard.

2 - Ashnagi can see the wizard as a spectral shape, and any physical contests on either side are done at half physical attributes. Ashnagi have a -20 penalty to detect a wizard who is actively hiding. Inflicting physical damage is impossible, but pushing or grappling can be done. Magic has half effect on either side.

3 - Ashnagi can use full physical attributes, but inflict only half physical damage, and can perceive a wizard normally. Any magic has full effects on both sides.

4 - Ashnagi are solid and can interact with other creatures normally in all respects.

Gravity

This is another variable condition in the Library.

"Localized" means that the pull of gravity is different on varying surfaces. Thus, if a wizard moves onto a different surface or near the gravity boundary, they may find themselves falling upward.

"Constant" indicates the pull of gravity is on whatever surface a person happens to be on when they enter, and does not change for them. Thus, if a wizard enters a zone through one door, the floor he's standing on is his gravity plane, whereas the Ashnagi who came in through an opening on the ceiling uses the ceiling as its 'floor'. The wizard cannot walk on the ceiling, and the Ashnagi would have to hang desperately onto the floor to keep from falling up.

"General" means that the pull of gravity is even on all surfaces; i.e., a wizard can run from ceiling to wall to floor.

Other Conditions of the Library

Visibility is somewhat odd within; objects may be closer (or farther) than they appear. Any ranged attack requiring aim is at -10 to hit. Ashnagi are not subject to this penalty.

- o Spells involving divination reveal only information about what is in the Library itself, and while inside the Library, a wizard cannot contact anyone outside.

- o A wizard can exit the Library at any time, provided they are within one of the three juncture zones. Exiting requires a Tenacity roll, and the process takes 10 rounds minus the SV of the roll.

- o The fastest way to locate a specific book is via a Contact roll, as if casting a spell. The difficulty depends on the book (given in appropriate zones). Like exiting, finding a book requires 10 rounds minus the SV of the Contact roll. GMs should feel free to halve this time on a sensational success. The check can be made each round of searching.

- o Movement in the Library has more to do with the mind than the body: A wizard may use his Intelligence rather than Nimbleness for movement speed and rolls. The exact space of a given zone varies; in Mortal campaigns, roll d6 and multiply by 100 for each zone every time a wizard enters the Library. The result is the distance needed to get from one transfer point to another within the zone. Until the wizard leaves the Library entirely, these distances stay the same.

- o Because of the Library's highly unusual nature and secrecy, a wizard does not receive rank bonus from expertise relevant to magic (1) until he/she has had some experience traversing it and figured out the basis; (2) unless performing an expertise stunt; (3) unless the wizard's background and/or expertise is related to illusions or, better yet, the Nilsari Mirageum; (4) unless the text specifies otherwise.

- o The Ashnagi treat the Library as far more stable. The presence of a wizard in a zone complicates things and forces them to deal with the same fluctuations. But if a wizard is not present in a zone, the average Ashnagi going at a dead run can clear a zone in four rounds minus the Tangibility of the zone (minimum of one round).

o When moving from zone to zone, a Tenacity roll must be made to properly orient, and if the wizard has a specific zone in mind, a Tenacity roll determines how many connected zones the wizard has to go through to reach it. For each SV scored, the wizard may skip one zone en route. If the roll fails, the wizard must go through all intervening zones. On a botch, the wizard stays where he is. A sensational success moves the mage directly to where she wants to go.

o Ashnagi must roll Perception to access zones of Tangibility 1. Failure means they cannot find the zone, and on a botch, they cannot try again for one minute. Otherwise, they may move unhindered, requiring no roll from zone to zone, but they cannot skip zones.

On the map, the paths are occasionally marked with dots. These dots represent “nodes,” which are essentially storage areas that don’t quite qualify as zones (i.e., the books here are incomplete). They do count as zones in terms of movement. In those pathways where nodes are present, you should describe the transition between one zone to another as a walk through leaning, uncomfortably narrow and dimly-lit hallways. Encounters do not happen in nodes, but it blurs the line between zone and zone, and you should occasionally mention the feeling that the wizard is being followed by shadows in the shadows. If the wizard is actually being tracked, and the pursuers are visible, the pursuers always seem just out of range, but they are always there.

If a wizard’s movement ends while in a node, he must roll Tenacity to reorient.

The Business of Pursuit

The wizard may attempt to pursue others through the Library, or more likely, will be pursued. Tracking someone in the Library is a peculiar experience.

The wizard uses Tenacity opposed by the Ashnagi’s Perception roll. If the wizard wins, he can follow the Ashnagi’s path at one zone behind or closer, tracing the faint murkiness they leave behind in the Library’s ethereal composition. If the wizard is being pursued and wins the opposed roll, the Ashnagi cannot find his trail until they manage to beat his original roll. They may roll each round, but do NOT accumulate SV from round to round. After five failed rolls, the trail is too cold.

If the Ashnagi are the pursuers and win, they may follow the wizard whether the wizard skips zones; they know his destination intuitively. They may have to hurry to catch up, however.

BEGINNING

The daring wizard is escorted to the Nilsari’s Hall of Shadows, a carefully secured and gloomy stone chamber used to access the Devouring Library. A wide magic circle is etched into the floor, surrounded by five hooded wizards. A Nilsari instructor by name of Tallin (Auzronian, pale and fair-haired, worried, thin and handsome) greets the adventurous wizard and briefly instructs him in the task, which is to safeguard certain texts, and to discover as much as possible about the invaders. He will answer any questions about the Library, warns about the gravity issue and says that the intruders seem to be ghosts sometimes, completely solid other times.

Tallin gives a map to the wizard, and explains that a keen and disciplined mind moves more quickly in the Library, and that to find a book, one must consider it like accessing a leyline for a spell.

The books to be safeguarded are:

- The Scrolls of Golek, in onyx and gold cases, are in the Dust of Ages zone. (“It is one of the most important texts in the study of illusion. One of the Nilsari founders wrote it.”)
- The Nilsari Records, Volumes 17-20, in the Echo of the Book zone. (“We have found references to these strange fish-men before, and we believe more might be found in these volumes.”)
- The Sealed Book, in the Howling Darkness zone. (“I know nothing of this book, except that it is very old, rarely read, and the Headmaster believes it is very important to recover. I do not question him.”)
- Azagal’s Third Folio, in the Z-File zone. (“Azagal was one of our greatest masters of illusion. Like the Scrolls, it would be a tragedy for his work to be lost.”)

Tallin has some other information of importance: Reports from surviving scouts reveal that changes are being made in the Library, and some zones no longer function as they did. In order to access the Z-Files, the wizard must go to the Dream-Catcher zone and fix the mana leaks there. Finally, to ac-



cess the Howling Darkness, the wizard must go to the Illuminator’s Hall and research the zone’s location, for it has been shifting recently.

More than that, Tallin can’t say. There is too much the Nilsari instructors do not know. He wishes the wizard the best of luck, and shortly, the spell is cast, transporting the wizard to the First Juncture.

1. First Juncture

Tangibility: 1

Gravity: General

The transfer into the Library is brief and profound: a moment of vertigo, seething color and vague sensation. The arrival point is in the First Juncture, a huge cylindrical chamber with walls like slow-burning wood, and a floor marked with long, jagged symbols. Five irregular passages open up on the walls and ceiling of this room, winding away into darkness. It is quiet here, and thankfully, no one seems to be around.

Because of the Tangibility rating, this is the safest entry and exit point in the Library. The Ashnagi are aware that wizards come through here, but they have no ability to hinder that, and sometimes can’t find it themselves.

2. Spiral Shelf

Tangibility 1

Gravity: Localized

This corkscrew-like chamber appears to be two intertwining spiral bookshelves, with walkways between and facing each other. Each walkway has its own gravity, and an exceptional jumper can leap high enough to land on the opposing walkway. Strange dripping sounds come from the distance, but there is no sign of activity here at all.

Anyone clearing seven feet in height from a jump or other action will find themselves falling ten feet toward the opposite walkway. Climbing a bookshelf can also achieve this (but must generate 2 SV to land on the other side without harm).

Some daring Ashnagi have become adept at doing this, as the Tangibility here prevents them from taking any damage from the fall.

3. Illuminator's Hall

Tangibility 1

Gravity: Constant

A long arcing hall, this zone is lined with numerous wide desks and chairs, and bins of paper rest next to them. The wall cabinets are often open, and reveal framed illuminations and calligraphy, as well as records of heraldry and the like. The place is all hardwood and lantern light, and in the middle area, several tables with hundreds of bottles of ink in all colors set in a neat circle. One extremely long stretch of wall is comprised of hundreds of rolled up maps and carefully folded parcels of paper.

An Ashnagi researcher/wizard named Heshun (Threat Rating 2) is here, wearing an enchanted monocle, attempting to locate the Howling Dark zone. The monocle enables him to access the records, and also to spot the character in the zone. His superior, Hhagaad the sage, knows the Howling Dark exists, and also knows a book within is valuable to them. Thus, it is a priority that Heshun find it quickly. If he detects a wizard, his haste at research will be apparent.

Because of the Tangibility here, it is extremely difficult for Heshun or the character to hinder each other. Finding the Howling Dark zone requires opposed Intelligence rolls (modified by ranks in expertise relating to arcane or the planes), tracing the riddles and references in the oblique texts of this zone. Heshun has already accumulated 3 SV of the 25 needed. Knowing that if he is holding a text the character cannot read it, he will attempt to get in his rival's way as much as possible. This is interpreted as 'risking' a difficult roll, but the extra SV gained take away from his rival's total, rather than adding to his own. The character can do the same to him, however! Heshun will do this periodically, but he prefers to make swift progress over hindering his opponent.

If Heshun reaches 25 TSV first, he'll rush out of the zone as quickly as he can, and the character may attempt to chase him. Heshun takes the shortest path he can to the Howling Dark. Remember that Heshun cannot skip zones, and the character cannot skip to the Howling Dark until he knows web of connections for it on the map.

If the character wins, Heshun will certainly pursue. If he loses the trail, he'll rush to Hhagaad and tell him what occurred before returning here to finish his research.

Talking to Heshun is impossible here. In areas of higher Tangibility, wizards will find him to be snide, extremely polite and obliquely insulting. He prefers not to address land-dwellers directly at all, figuring they wouldn't understand him anyway. A perceptive person may think he's a little frightful about them, though.

Heshun will not negotiate. He's honor-bound to get to the Howling Dark and secure the Sealed Book for his people, and he's not going to listen to the "jabbering of some pompous land-monkey."

4. Dream-Catchers

Tangibility 2

Gravity: Constant

A vaulted chamber, wide and round, this zone has a spiral of pedestals upon which rest small, smoky globes of crystalline matter. Swirls of color shift and roil within these globes, and faint tinny sounds emit from nowhere, as if echoing from another room.

This place is a repository of half-formed and half-contained dreams and reveries, and in part, it is responsible for the clarity of writing found elsewhere. Recent activities by the Ashnagi have started to corrupt this area, and the intrusion is plain; around one globe, there is a faint lattice of crystalline structures into which some of the light from the globes is pulled into. This device is a sort of illusion-sieve that the Ashnagi have placed to attempt to gather information about the Library.

First, the wizard must deal with the lattice. Magic is the only way to affect it, and only 10 points of damage are required to shatter it (remember that spells do half damage here). After the lattice is destroyed, the wizard must discern the problem. Using any spell or talent that lets the wizard see magic reveals that the mana reserves in the globes here have been depleted considerably, and need restoring (a magic expertise roll at -15 will do the same). By meditation, a wizard can refill them.

For each minute of meditation, the wizard may make an Endurance roll. Once 20 TSV is accumulated, the dream-catchers begin to glow a pale blue,



and after another 20, the wizard can sense that threads within the library are knitted together properly.

After one minute, two Ashnagi guardians (Threat Rating 1) arrive, investigating the magical disturbance. They will observe the wizard for another minute, and on the third, one will attempt to distract the wizard by pushing at him (Tenacity roll to keep meditating, otherwise spend a minute refocusing). If the wizard takes hostile action, they will both flee the zone, returning shortly afterward. Otherwise, after gauging the wizard's reaction, they simply watch thereafter. They are not interested in talking.

If the wizard leaves, they will attempt to follow, using their Mind Fog ability to hide if they perceive the wizard is going to a higher Tangibility zone. They will make no aggressive action unless the wizard attacks an Ashnagi or otherwise interferes with Ashnagi work, at which point they will attack to kill; despite Hhagaad's admonishments, they still believe it prudent to put land-dwellers down quickly.

5. Mirrored Tome

Tangibility 1

Gravity: Localized

A juncture of ten hallways, some intersecting at 45-degree angles to the others, this zone is adorned heavily with mirrors of all sizes and shapes. Books brought into this chamber show themselves as written in other languages in these mirrors, and sometimes other facts about the books revealed, such as erasures, hidden notes, and the like.

If the wizard passes through this zone with the Sealed Book, it appears in the mirrors as a large, slimy black octopoid covered with tiny luminescent green writing.

Each hallway has its own gravity here. Thus, despite the drastic slopes, the only real difficulty in traversing this zone is climbing from one hall to another. It is otherwise always treated as level ground.

6. Tangled Stairwell

Tangibility 2

Gravity: Constant

A tremendous lattice of stairs, this is one of the biggest juncture points in the Library. Stairways wind and bend around one another in an endless darkness, leading to various zones. The stairs shift often here, and so anyone in this zone intending to leave must make a Tenacity roll, or must spend at least one minute planning his course.

The first time a wizard enters this area, there are a number of younger Ashnagi students here. Upon spotting the wizard, they look shocked and flee the zone immediately, moving as fast as they can for the Laboratory zone in order to get protection and escape, calling up their Mind Fog. They've heard horror stories about the land-dwellers! They will not fight unless somehow cornered.

7. Runecrystal 1

Tangibility 2

Gravity: General

A huge violet crystal hovers in the center of this sphere-shaped zone. Those seeking information from the crystal must make a meditation expertise roll. Success creates runes, carving themselves across the faceted stone. This runecrystal is a repository of Kasmarn lore, mostly to do with history.

Though it has little to do with the matter at hand, a wizard who has an interest in the doings of the Kasmarn may well find this place useful; information provided here is up to the GM.

The Ashnagi have not worked much with this crystal; the Tangibility hampers them somewhat, and they rarely have anyone here.

8. The Fountain of Glyphs

Tangibility: 3

Gravity: Localized



Another disc-shaped zone, with a high arcing ceiling. The central feature here is a massive and ornate fountain, designed like a baroque inkwell and pen, and the flow of water from it is actually composed of streams of glyphs and sigils — the author's marks of every book in the Library. These letters whirl out in long, gravity-defying arcs from the pen, circling around again to pool at the inkwell's base. As a result, this room is clouded with tiny incandescent symbols; walking through them makes them "splash" like water, but aside from clinging somewhat, they simply scatter and rejoin their original course after a moment.

If a wizard pauses a moment here and succeeds a DL 10 Contact roll, he may attempt to get information from the fountain about what is happening in the Library. For each SV gained on the Contact roll, he may ask one question of the Fountain, which provides a tangled curtain of words in reply. An expertise enabling interpretations of magical scripts is necessary to read these replies, which must always be one sentence.

The Fountain does not know what the Ashnagi are doing or why, but it can tell the wizard where they are in the library (though the wizard must be specific in questioning). It knows where the four books are located, and can even locate the Howling Darkness zone if the wizard has not found it yet. It also knows what zone the Ashnagi are entering through, and that the opening might be closed, but it does not know how.

Feel free to use the fountain to convey any other information you might want. As a rule, it can only be questioned once per visit to the Library.

If Ashnagi have followed the PC to this location and witness the questioning, they will send word as soon as they can to Hhagaad, who will post guards here. They may also attempt to capture the wizard.

9. The Z-File

Tangibility: 3

Gravity: Constant

A seemingly endless hallway with an unseen ceiling, the Z-File has hundreds of locked metal cabinets, and the zone has a grim, oppressive air.

Here is where the Nilsari has stored many dangerous and secret books, carefully secured. Unfortunately, the Ashnagi have recognized the significance of this site, and have a team (four Ashnagi warriors of Threat Rating 2) present to pry the cabinets open and examine the texts within. They have had little luck; the books here are faded beyond recognition, due to the mana leaks in the Dream-Catcher zone.

Azagal's Third Folio is in this zone if the wizard has channeled enough mana through the Dream-Catcher zone. If this has happened, the Ashnagi here are puzzled as to where the new cabinet doors came from, and why there are suddenly more books than there were. Not particularly minding, they will have started stacking and roping books for delivery to the Laboratory. Having had problems with wizards before, they are wary and ready for action.

Finding the Folio requires a DL 12 Contact roll. Searching for the book is almost certain to attract the attention of the Ashnagi here, who will attempt to run down the wizard. Despite the linear appearance of the zone, the Z-File is actually a loop; if not attempting to leave the zone, a person running down the hall will eventually come back to where they started. The Ashnagi have difficulty doing this if a wizard is in the zone, so the wizard can use this to outrun them, loop around and continue searching for the book if need be. Use Momentum here to keep the Ashnagi from ganging up (2 SV to use the narrow hall to advantage) or to block their view with opened cabinets (4 SV to gain complete cover for a round).

These Ashnagi will try to take the wizard alive if possible, but if any of their number is killed, they'll turn murderous. They will pursue the wizard out of the zone if the Folio is taken, though they are not as good at tracking as other Ashnagi (-30 Perception to do so).

Remember that the Ashnagi only inflict half damage with physical attacks in this zone.

10. Runecrystal 2

Tangibility 2

Gravity: General

Another spherical room with a tremendous crystal in the middle, this runecrystal is red in color, and is a repository of accumulated Druegarn lore, carefully collected from the Dakass Luot. Entering this zone originally required a series of magical passwords, but the Ashnagi have disabled this measure, and have been periodically attempting to access the information here. Due to the tangibility level in this zone, it has been difficult for them.

A single Ashnagi scholar, Ishu (Threat Rating 1), is present, attempting to activate the crystal. If interfered with, she will flee to gather reinforcements, preferring not to fight brutish land-dwellers. Otherwise, she simply observes any wizard who enters closely, taking notes. If any attempts to communicate are made, Ishu talks to the wizard like some would address a very dumb person, using slow, careful speech and small words, while not providing any useful information. Ishu will not hinder the wizard even if other Ashnagi are fighting.

11. The Dusts of Time

Tangibility 3

Gravity: Constant

A series of round chambers connected by a network of short, wide halls, this area has the appearance of an ancient library, complete with dust and cobwebs. Racks of near-crumbling scrolls cover the walls here, separated by bands of nonsensical writing carved into the yellowed stone. A faint sound like howling wind constantly echoes through this area.

The Scrolls of Golek can be found here in the fourth chamber (marked on the map). Their onyx-banded case is easy enough to find (DL 8 Contact roll). Unfortunately, the Dusts zone is occupied by an Ashnagi-Shagaila, or “arcane duelist,” by name of Rytul (Threat Rating 3). Rytul is bored, assigned to catalogue and study the scrolls herein. She wishes to test her skill against the strange land-dweller wizards, and upon detecting an intruder, faces them with arms wide in the Shagaila salute. She waits until the second she perceives a spell is being cast, and then immediately begins casting. Otherwise, she simply maintains the pose for a minute. If the wizard shows no sign of interest, she will follow the wizard but not attack. She will, however, bar the wizard from taking the Scrolls of Golek; she has been honor-bound to protect them.

Rytul is a traditionalist; if her foe casts a defensive spell, she does so as well. (With a magic expertise roll, she can discern the nature of the spell being cast.) She does not start an offensive spell until her foe begins one; she is fully confident in her ability as a Shagaila and in her arrogance assumes that the land-dweller will need an advantage to be a challenge.

If Rytul inflicts damage on the wizard, she will wait, giving her foe a chance to yield (and usually with an attack spell ready to resume the duel). Rytul herself does not yield unless seriously injured, at which point she folds her arms and bows deeply, preface to backing away in a humble fashion.

If the Scrolls are taken, Rytul will immediately leave to report this to her superior, Hhagaad. If attempts to communicate are made, Rytul is painfully formal, and will certainly explain that she would like to duel the wizard. If the wizard acts courteously and accepts the duel with good grace, she may be convinced to part with the Scrolls if she is defeated. If this occurs, the GM should grant the player an extra Participation mark on the D/T wheel, and Rytul will depart the Library without further harassing the wizard.

12. Juncture Two

Tangibility 3

Gravity: Localized

Almost exactly like the First Juncture zone, but the light of the walls is brighter. If Hhagaad has been told of an intruder, he will have dispatched two Ashnagi guardians (rogues, Threat Rating 1) to ambush any wizard attempting to exit or enter through this juncture.

13. Thousand Speaking Dolls

Tangibility 3

Gravity: General

This rather unnerving zone is a crisscross of hallways featuring thousands of dolls of all sorts, from cloth to porcelain to glass to wood. These dolls hang in bundles on the walls, which are little more than interlocked wooden beams, and the zone is lit by floating candles. If familiar with the zone, a wizard can ask questions of the dolls for research, and the dolls will respond in a chorus of voices. The cacophony must be interpreted, for the dolls often speak abstractly.

Like the Fountain, this room can be tapped for information. Unfortunately, the information that the dolls provide is all to do with the wizard asking the questions. It is a place to explore one's subconscious. It is activated just as the Fountain is, but here, a wizard must use Intelligence rolls to retain memories of the answers to the questions they ask. This is an excellent place to fill out D/T meters of varying sorts, as the dolls offer insights and ideas of the wizard's that he hadn't even thought of yet. The GM should use them to further the wizard's story.



The Ashnagi find this room creepy, and avoid it if possible. Any Ashnagi of less than Threat Rating 2 will not go here unless accompanied by a superior.

14. Echo of the Book

Tangibility 3

Gravity: Constant

Special: This zone is always treated as having rolled '6' on size.

A tremendous zone, this is one of the most important parts in the library, containing the full history of the Nilsari, as well as a comprehensive collection of related subjects. It is a labyrinth of huge bookshelves made from stone, the halls of which tend to shift frequently. It is not easy to navigate (-20 penalty on Tenacity rolls to leave this zone, with a botch meaning that the wizard cannot attempt to leave again for another minute).

Finding the four volumes here requires four separate Contact rolls (DL 11), and rounds searching out the book are treated independently. The wizard can only seek one volume at a time.

Some Ashnagi hunters (merthwags, Threat Rating 2) are here; they know that wizards continually come to this area, and they hope to catch one. There are four of them, and they use snares as well as poisoned darts. Any wizard entering the zone has only one minute or so before the hunters begin to converge.

Momentum may be used here to dodge around corners or otherwise lose the hunters for a time. For each 2 SV spent, the wizard may lose one hunter for one round by slipping through bookshelves, etc. For each additional 2 SV, the wizard can add another round to one hunter, or lose an additional hunter. Remember to let the wizard generate Momentum from the Contact rolls to locate books.

Momentum can also be used to slip free of snares; Ashnagi dreamsnares are weapons with reach, inflicting 1d4 damage that bypasses protection. When the effective Life Point of a location is reduced to 0, that body part is bound in a snare and is useless. Normally, an opposed STR roll is needed to break out of a snare, but 2 Momentum SV enables one location to be freed. The snares do not do actual damage; normal wounds should be tallied separately.

Ashnagi must roll opposed STR rolls to continue doing damage each round with a snare, which the target can oppose without losing an action. They may cast one snare per round, and one Ashnagi may pull on up to two snares at a time. They may also hurl poisoned darts (1 LP damage, poisoned with an END -20 venom, inflicting -10 NIM per failed END resistance roll. The target is paralyzed at 0 NIM, which returns after a minute.) Because of constricted space here, the darts only have a maximum range of Miniature.

In a Tangibility 4 area, these snares clamp much tighter, and inflict 1d8 damage. Dreamsnares are not entirely real and cannot be used by non-Ashnagi. Incapacitated wizards are bound securely and carried to Hhagaad in the New Laboratory zone.



15. The New Laboratory:

Tangibility 4

Gravity: General

The humidity in this place is tremendous, making the air thick and hard to breathe.

This place was once a large reading room, and the Ashnagi have begun to turn it into a laboratory, studying the half-real nature of the Library and attempting to understand the land-dwelling creatures who made it.

Several tables have been stocked with alchemical devices of bewildering designs (one table is part of Golob's climate control project), one is equipped with restraints, and another nearby is neatly stacked with varying sketches, diagrams and the like, done in the waxy 'ink' of the Ashnagi. Bottles of fixative to protect land-dweller books from water are here.

The notes on the study table are extremely valuable. Escaping with any of Hhagaad's folios will reveal a great deal about the Ashnagi, once their language has been deciphered.

The far corner of the zone can be seen as notably darker than the rest, dripping with water. It is here that the Ashnagi gained access to the Library, and the wizard can exit there if he cares to, but leaving this route will bring the wizard out a half-mile underneath the ocean, off the coast of the Dragon Isles.

Hhagaad, an Ashnagi sage (5th-level wizard), is in charge of this area. He is the de facto leader for all Ashnagi in the Library, and is focused entirely on understanding the alien land-dwellers. He knows that his race is laboring under some curse, but he doesn't quite grasp what it is, exactly. He only knows that the world is not what it seems to be.

Hhagaad regards land-dwellers as intelligent but ultimately savage creatures, potentially dangerous. He is attempting to find some way of reliably controlling them through surgery. He has told his cohorts to capture any intruder if possible, and if a wizard enters without any overtly hostile action, he will instruct an Ashnagi to "approach the creature with a book; they love books."

A wizard may find it a bit alarming to be offered a book like someone might offer a dog a treat.

Ideally, Hhagaad wants to catch and restrain the wizard by surprise. If the wizard threatens damage to his laboratory, he will regretfully put the monster down. Captured wizards are examined and dissected.

Attempting to talk to Hhagaad will open a dialogue in which Hhagaad asks a lot of questions, but he'll still be intent on capturing the wizard. However, as long as he keeps getting useful information, he will forestall any attack.

A fight here can be difficult, and the GM should give some warning for particularly confident wizards. However, besides the gathering of Hhagaad's notes, one other thing can be accomplished here, and that is closing off the Ashnagi's access to the Library. This requires that the following things have been done: the dream-catchers must have been fully charged (see "4. Dream-Catchers"), Golob's climate-changer must be wrecked or modified (see "21. Vanished Hall"), and the wizard must have the Sealed Book (see "20. Howling Darkness of Black Books in Flight"). If these conditions are met, the wizard will notice that the Sealed Book pulses in this room, and this grows stronger toward the entry point.

Detect Magic, similar effects or a magic expertise roll will make the wizard realize that there is a mana leak here to allow some form of passage for the quasi-real Ashnagi. With damage repaired elsewhere, the climate normal, and the guidance of the Sealed Book, this is readily apparent. Like the dream-catchers, the wizard can fix this damage as well, but here the wizard must instead use Contact rolls to seal the breach. The Sealed Book is the component enabling the wizard to affect the breach.

This is treated just like casting spells would be. Each Contact roll is against DL 10, and the wizard must accumulate 20 SV in order to succeed.

Of course, any Ashnagi present will immediately realize what is going on. Let them stand dumbstruck for a round while the wizard makes his first Contact roll. After that, Hhagaad isn't going to tolerate this at all. He will attack to kill, and so will his allies. Clearly, this won't be easy for the wizard, but if successful, Hhagaad and the other Ashnagi (warrior of Threat Rating 2 and wizards of Threat Rating 1) have limited time before they vanish from the Library; this depends on their location. Tangibility 1 zones are clear of Ashnagi immediately. Tangibility 2 zones give the Ashnagi one round, 3 grants two, and Tangibility 4 allows three rounds.

It will be some while before the Ashnagi can access the Library again.

16. Juncture Three

Tangibility 3

Gravity: Localized

Exactly as the First Juncture, but the walls here are dim and the zone is barely lit.

Ashnagi frequently traverse this zone, crossing to other areas. It is noticeably more humid in this zone than normal.

17. Folio Archive

Tangibility 3

Gravity: Constant

High-ceilinged rooms filled with chairs and long tables, the Archive zone holds many of the essays and studies of students at the Nilsari. Some store personal writings as well, and each small section of shelving is closed with a magical password to any but the student or the Nilsari instructors. The humidity here is noticeably higher than usual.

Two Ashnagi aristocrats (Threat Rating 3) have taken to using the archive as a recreational spot; they collect around one of the tables, tasting small delicacies and occasionally feeding some intoxicating vapors into their gills while chatting on philosophy and culture. As such, the table has been stocked with several small tanks and terrariums, containing various forms of sea and land life, as well as a series of strange capped flasks.

These aristocrats pulled some rank back home to be allowed on the expedition. Hhagaad was assured they were competent, but they annoy him and so he leaves them to their own devices. The aristocrats are treating the whole affair like a safari, and hope to bring back a trophy to impress their families. If word has reached them about an intruder, they will be chatting amiably but are reasonably alert. If not, they are tipsy (-30 to Perception). If the two notice the wizard, it is tally-ho! They'll snatch up their weapons and pursue fearlessly.

Any attempt to communicate with these two is fairly useless. To them, a talking tiger is still just a tiger, albeit a more amusing one.

If Hhagaad hears about multiple Ashnagi deaths before the wizard initially enters this zone, these aristocrats will likely not be here. Hhagaad will have sent them home, not wanting to risk their lives.

18. Chamber of Profound Contemplation

Tangibility 2

Gravity: Constant

This zone always seems smaller than it is. It appears to be an array of thin halls connecting several egg-shaped chambers, each occupied by a single chair. The Nilsari scholars discovered this zone by sheer chance, and have no clue where it came from or why it is there. Some use it for deep meditation, as it is almost entirely silent within (all sounds muffled, and cannot be heard beyond ten feet).

The Ashnagi find this place soothing, and if not on duty, sometimes come here to do some contemplation of their own. Ashnagi encountered here aren't likely to pursue a wizard unless harassed. However, Ashnagi pursuing a wizard to this location will be very avid about driving the wizard out. They find the savage's presence unacceptable in such a tranquil place.



19. Howling Darkness of Black Books in Flight:

Tangibility 4

Gravity: Localized

This strange zone is a maze of catwalk-like paths through a windy darkness, in which black books flap and blow about like moths in a gale. It is very difficult to discover where a book is here, and most of the books herein are unknown. Due to the books, visibility here is only about 20'.

Leaving this zone is easy, but finding it is hard (+10 to exit, -10 to enter).

Finding the Sealed Book requires a DL 15 Contact roll.

There is a good chance that Heshun, the Ashnagi sage from the Illuminator's Hall, will be here, either in pursuit of the wizard or attempting to reach this place first for the Sealed Book. He must also achieve this Contact roll in order to find the book. However, if the wizard is present and also searching, this becomes an opposed roll as the two match their wills against one another to gain the book. If both succeed, the SV are compared, and the winner locates the book and may begin the necessary rounds to reach it.

Aggressive wizards might attempt to fight Heshun, but if they do, they must hurry, for ten rounds after the wizard's entry, the zone begins to constrict; this is the last remnant of the security enchantment on the room. Heshun knows this will happen, and devotes himself entirely to getting the book and getting out, though if he has a chance, he will attempt to trap the wizard in the zone somehow.

On round 11, the flying books begin to crowd closer together, and the wizard gets a sense of claustrophobia. On round 12, visibility drops to 10' and ominous creaking sounds occur. Starting at round 13, any creature still in the chamber takes 1 point of damage to the torso, head and all limb hit locations from the barrage of books, and their effective movement is reduced by one range increment (to Miniature at minimum), and -20 to movement rolls.

Armor protects against the damage, and Momentum may be used to negate the movement penalty on a 2 SV per increment ratio.

On round 20, the zone constricts tightly, and anyone unfortunate enough to still be in it at this time takes 1d8 points per hit location noted above until dead, or until scoring 20 TSV on Tenacity rolls to escape.

If Heshun gets the book first, he will attempt to flee and see it safely elsewhere (eventually going to the Laboratory). If the wizard gets the book, the sage will pursue, possibly seeking out other help.

This room can get ugly. Feel free to cut the time needed to find the book on a sensational success or the like.



20. Vanished Hall

Tangibility 4

Gravity: Localized

This zone is a long hallway made up of sections of varying size, with smaller side branches here and there. The whole place looks as if it were cobbled together from several architectural styles and eras.

This is the center of Golob's climate-changing project. The air here is thick with humidity, and a thin layer of water covers several surfaces. A squat, turnip-shaped gold and glass device bubbles constantly in the center of this zone, tended by Golob and her students. Long flexible tubes extend from this device, most of which are unconnected, but some fade into nothing near the walls.

This device is intended to make the Library more comfortable for the Ashnagi. Hhagaad does not want any books ruined, so Golob's project is restricted to those zones they have already cleared out entirely or otherwise protected. When they have secured the Library and protected all books, the intent is to flood most zones and make it a research center in full.

Golob (3rd-level sevar) is always here. If an alarm has been sounded, she will have two assistants (Threat Rating 2) with her, otherwise she often works alone. The device is delicate, and it is not difficult to destroy (only 8 points of damage is necessary). Within three days, the changes it made are undone.

A clever wizard may attempt to modify the device to hinder the Ashnagi. This requires two magic expertise rolls, the first to deduce how the device might work, and the second to modify it. The first roll needs 5 TSV, and the second roll requires 10 TSV to complete. The wizard must spend at least ten minutes tinkering with the device, and after five minutes, Ashnagi in humid zones will know something is wrong, and will likely be coming to pay a visit. If the wizard finishes the process, the usual arid atmosphere of the Library reasserts itself in full. This has the effect of penalizing the Ashnagi -20 on their Perception rolls due to discomfort.

Golob is brusque and protective, and hates land-dwellers. They are surly cattle. She sees no reason to spare or study them beyond what is necessary.

She will send for help if hard-pressed. In combat she is brutal and efficient, and eschews the normal martial elegance of her race.

21. Pool of Sublimated Experience

Tangibility 3

Gravity: Constant

A set of halls leading to a wide, bowl-like central chamber, the Pool zone contains a well of silvery light that drips back and forth from ceiling to floor. This well occupies the central space, and its peculiar glow holds the stories of those who have spent time meditating within.

Meditating in the Pool grants a +10 bonus, and halves the time needed to meditate for regaining mana.

The Ashnagi are unable to use the Pool, and they do not know why. It has been a great source of information for them, when they are able to distill the information via alchemical means, but it is slow going.

If Golob does not need them, her two students are often here, taking samples and writing.

AFTER THE QUEST

When the wizard finally exits the Library, the Nilsari instructors eagerly await news, and will want an immediate report. Tallin will escort the wizard somewhere comfortable to rest, and scribes will be present to record all words spoken. A healer will also be nearby, if needed.

Consequences of the wizard's successes or failures are listed below.

Scrolls of Golek

Though they have no direct bearing on the situation at hand, the Scrolls are one of the greatest texts on illusionary magic known to the Nilsari's instructors. They will be immensely pleased to see it recovered, and will certainly permit the wizard a chance to study from it.

The Ashnagi may develop some very unusual illusion spells with these scrolls, impossible for other races to use. The effect of this is left to the GM.

The Nilsari Records

These ancient volumes detail that part of history of the Nilsari during which pivotal decisions were being made about the Ashnagi, who were even then mysterious to the wizards of the day. The instructors want to review this material carefully to gain a deeper understanding of the situation, and certain forgotten locations mentioned herein may have them asking the daring wizard to go on another expedition for them, for the Records mention in part the finding or construction (it is not clear) of the Matrix of Unreality.

The Ashnagi will learn from these books that it was, in fact, the land-dwellers who chose to Curse them, and they will not be happy about it. However, this account also gives them a revelation about the sophistication of land-dweller culture, and so they will be very careful and deliberate about further actions. There will certainly be actions, though, for the Ashnagi will not tolerate land-dweller interference.

The Sealed Book

This is arguably the most important book of the four in the short term, for this is actually an Ashnagi magical tome. The Headmaster discovered this piece of information in a half-destroyed record when the Ashnagi sightings in the Library began, and he surmised it might be the reason why the Ashnagi found the Library in the first place. The book will be heavily researched in the hope that more clues about the mysterious race can be uncovered, but the primary importance of securing it is keeping it from the Ashnagi.

The Headmaster was not entirely correct; the Ashnagi didn't know the book was there until they arrived in the Library. But Hhagaad could use it to secure the Ashnagi hold on the Library, and if the wizard fails to save the book, that is what happens. Within a week's time, the Library twists into a frightening deep-sea nightmare of a place, and the books within are all transformed into the strange waxy texts of the Ashnagi. Most of it becomes flooded with tremendously cold water, and much of it becomes pitch-dark. Breaking the Ashnagi hold on the Library after such an event will be very difficult indeed.

Azagal's Third Folio

Azagal was one of the Nilsari's finest, and he was the one who pioneered the Curse that was put on the Ashnagi. The Headmaster hopes to gain further insight on the matter through Azagal's works, and recovery of this Folio means that research will turn up a spell allowing one-way perception of the

Ashnagi. Later, perhaps, a means to remove the Curse might be found, but that is another story... and one might ask whether that would even be a good idea. At the least, understanding the means to remove it provides the means to block the Ashnagi from doing the same.

In the long term, this is the most dangerous book to leave in Ashnagi hands, for with the information here, they might remove the Curse, or even worse, modify it and target the land-dwellers in a way beneficial to the Ashnagi Empire. Losing this book will certainly prompt a retrieval mission from the Nilsari.

Hhagaad's Notes

Though it will take some while to translate to any readable form, this will show the sophistication and tremendous intelligence of the Ashnagi culture, and it will also provide some alarming information as to their population (which is vast), as well as their magical aptitude. What the Nilsari does with this information is up to the GM, but it will certainly scare them a bit. Any miscellaneous anecdotes about the Ashnagi can be placed here at the GM's whim, though remember these are research notes about land-dwellers, so the information would be from that context.

Ruining the Ashnagi's Occupation

The destruction of Golob's device, or other actions that have made life difficult for the Ashnagi will be applauded by the instructors. If the wizard has actually managed to banish them, the instructors are awestruck, and demand an extensive account of how it was done. This will be recorded in detail, of course, and the GM should feel free to offer the PC a considerable reward above and beyond what they would get for risking themselves here.

Ashnagi Bodies

Unfortunately, due to the Curse, leaving the Library with a dead or living Ashnagi is impossible, much to the instructor's disappointment if they knew.

THE END

After the report, Tallin will take the information to the Headmaster (who will speak to the wizard personally if the wizard banished the Ashnagi), and the wizard is certainly welcome to enjoy the Nilsari's hospitality. As for recompense, the school will create an enchanted item of the wizard's choice as best as they are able; the scope of such a device is left to the GM and his campaign, but it should certainly be unique and of no little power. Further, the school will naturally grant the daring wizard research and experimentation rights (within reason), and spell supplies that aren't exceptionally rare or dangerous. Of course, there are also ample opportunities to fill D/T meters during this adventure, and that may lead to other benefits.

What becomes of the Devouring Library is also left to the GM, as well as what will happen in the impending conflict between land and sea. The Ashnagi are careful and patient, and it may be a very long time before they take vengeance on the Nilsari for the Curse, even if they do get the Curse removed. But perhaps there still exists some small chance for an accord, despite the alien minds of the Ashnagi.

That would be an epic quest indeed.

ASHNAGI

These enigmatic creatures are the fading “fish-men” actually living in huge numbers in the oceans around the Dragon Isles. The spell upon them that cloaks them from other races and in turn cloaks other races from them is something they are now aware of, in part due to the recent fluctuations from the artifact that maintains the effect. However, after generations of influence from this spell, the Ashnagi have become something peculiar; they can interact with illusions as if they were real, if they choose. In this fashion, they can access the Devouring Library in groups, and have been searching through the winding hallways for answers as to who placed this spell on them, why, and how it might be lifted.

The Ashnagi are not primitive in any sense of the word. Though aggressive and predatory, they are a sophisticated, intelligent and advanced race who believes themselves elevated, cultured and educated. Their underwater cities are vast wonders of architecture, and they prize refinement and courtesy. Their society is prosperous and stratified, with scholars comprising the top rung of society, one step over aristocrats and nobles. In many ways, it is analogous to Victorian society in England.

Unfortunately, they also relish warm-blooded flesh as a delicacy, and their alien minds have great difficulty understanding that land-dwelling races might be as sophisticated as they are. They are a bit alarmed at the idea that there may be countless hordes of warm-blooded land-dwellers walking around them all the time, unseen, and they would like very much to know what's going on.

The Ashnagi are beginning to believe land-dwellers are potentially dangerous, and more intelligent than they believed. They do not yet understand why wizards can only access the Devouring Library alone. Lacking understanding of land-dweller thought and emotion, the Ashnagi expect little more than childish action or open violence from wizards they encounter, and tend to be arrogant in their dealings.

When portraying the Ashnagi, keep in mind that they simply do not think like other races do. They take occasional actions that seem completely illogical to any but themselves. They are not cruel; simply lacking in empathy. Other races, in their mind, are unusually advanced forms of food animal... until recently, when that view was challenged. It would be the modern-day equivalent of discovering that chickens have actually been master-minding a government conspiracy.

Ashnagi Special Abilities

Abyssal Mind: The Ashnagi brain is not at all like those of other races. Attempts to read their minds result in weird garbled information. This works both ways; Ashnagi have difficulty understanding the thoughts of other races.

Amphibious: An Ashnagi can exist comfortably on land as well as underwater. However, in arid environments, the Ashnagi must immerse itself in water at least once every two hours or it will take 1 point of damage to the torso per half hour (or 1d6 for those without hit locations) until it can immerse itself. The damage can heal only after a couple hours of immersion.

Awareness: Ashnagi have uncannily good senses, particularly in regards to vibration and smell. They can sense the presence of a living creature within 10' of them, and can smell blood from several hundred yards away (or up to a mile if in water). Only very slow, careful approaches will ever surprise one; even a normal walk provides enough vibration for them to detect. In water, without magic, it is nearly impossible to catch an Ashnagi unawares, and they are not hindered by darkness at all.

Deep Dweller: Ashnagi take no damage from cold.

Mind Fog: The Ashnagi can confuse the senses of other creatures. An Ashnagi using the Mind Fog becomes hazy and indistinct, subtracting 50 from any chance to detect or physically track them (though this tracking does not apply in the Devouring Library). For every additional Ashnagi in a group using Mind Fog, this penalty increases by 5. The Fog hides them until they do something that calls attention to them, at which point the effect ends. Ashnagi may do this at will, though it takes one round of concentration to initiate.

Partially Illusion: Ashnagi can, at their option, ignore illusions entirely or interact with them as if they were completely real in all ways. If an illusion is consciously directed against them, they must match their Perception against the Tenacity of the spellcaster.

Sense Magic: Ashnagi are effectively under a permanent Discern Magic spell.



The Curse: Normally, Ashnagi cannot perceive nor interact with any land-dwelling creature, and neither can any land-dwelling creature perceive or interact with them.

Talking with the Enemy

Some enterprising wizards may attempt to talk with the Ashnagi. This is only truly possible in certain zones, but it may elicit some interesting reactions. Those Ashnagi who are inclined to chat address the wizard with tremendous courtesy, but in a patronizing way; they simply assume the land-dweller isn't as intelligent or educated. They maintain this iron-clad politeness even if attempting to kill the wizard; it's nothing personal, and dignity must be maintained, after all. The Ashnagi really aren't capable of considering land-dwellers as anything more than ignorant savages at this point. In that regard, they may let something slip they shouldn't have, but any attempts to Negotiate or Persuade them suffer a -20% penalty, as they do not respond well to usual social tactics. Under no circumstances will any Ashnagi betray their own kind; it simply isn't done.

In conversation, Ashnagi are interested in knowing what's going on. They will carefully ask questions to discover as much as they can, particularly about land-dweller civilizations, population, magical aptitudes, and the like. Further commentary from Ashnagi willing to chat is given in their appropriate zone.

ASHNAGI ARISTOCRATS ON SAFARI

Threat Rating: 3

Attack Rating: 10

Defense Rating: 10

CHA: 40

END: 63

INT: 53

NIM: 73

PER: 60

STR: 66

TEN: 73

WIS: 40

Attacks: Bite (1d8 damage, 2 Momentum SV cost per attempt); claw (1d4 damage).

Special Abilities: None

Talents: Elusion, Reactive Strike.

Expertise: Ashnagi Warrior Nobles (3 slot): 3 ranks.

Weapons: Javelin (1d6 damage); rapier (1d8 damage).

Armor: Fish-scale armor (2 PV for all hit locations).

The aristocrats don't use claw or bite unless cornered and hurt. They find it crass.

ASHNAGI GUARDIANS

Threat Rating: 1

Attack Rating: 8

Defense Rating: 9

CHA: 53

END: 63

INT: 63

NIM: 83

PER: 73

STR: 40

TEN: 40

WIS: 60

Attacks: Bite (1d8 damage, 2 Momentum SV cost per attempt); claw (1d4 damage).

Special Abilities: None

Talents: Backstab.

Expertise: Ashnagi Rogue (3 slots): 2 ranks.

Weapons: Punching Dagger (1d6 damage).

Armor: Fish-scale armor (2 PV for all hit locations).

ASHNAGI HUNTERS (Echo of the Book, Golob's Assistants)

Threat Rating: 2

Attack Rating: 9

Defense Rating: 11

Contact Rating: 9

CHA: 63

END: 60

INT: 50

NIM: 50

PER: 70

STR: 63

TEN: 82

WIS: 63

Attacks: Bite (1d8 damage, 2 Momentum SV cost per attempt); claw (1d6 damage).

Special Abilities: Dream-snares and darted if in Echo of the Book.

Talents: Bestial Speed, Defensive Mastery, Improvised Nature Spellcasting (+5%), Nature's Savagery (increases claw damage to 1d6).

Expertise: Ashnagi Merthwarg (3 slots): 3 ranks.

Weapons: Tridents (1d8 damage).

Armor: Fish-scale armor (2 PV for all hit locations)

ASHNAGI SCHOLAR/WIZARD (Ishu and Hhagaad's Assistants)

Threat Rating: 1

Attack Rating: 7

Defense Rating: 10

Contact Rating: 13

CHA: 53

END: 60

INT: 91

NIM: 50

PER: 83

STR: 40

TEN: 81

WIS: 63

Special Abilities: None

Talents: Arcane Spell Proficiency.

Expertise: Ashnagi Wizard (3 slots): 2 ranks.

Spells: Damp (as Warmth, but provides a heavily humid environment), Energy Orbs: Water, Figments of the Imagination, Freedom of Movement, Locate Object, Mage Shield, Wizard's Armor.

Weapons: Dagger (1d4 damage).

Armor: Usually none.

ASHNAGI WARRIORS (The Z-File encounter, Hhagaad's Bodyguards)

Threat Rating: 2

Attack Rating: 9

Defense Rating: 9

CHA: 40

END: 73

INT: 53

NIM: 66

PER: 40

STR: 83

TEN: 63

WIS: 60

Attacks: Bite (1d8 damage, 2 Momentum SV cost per attempt); claw (1d4 damage).

Special Abilities: None

Talents: Elusion, Extra Dodge/Parry.

Expertise: Ashnagi Warrior (3 slots): 3 ranks

Weapons: Rapier (1d8 damage).

Armor: Light fish-scale armor (1 PV for all hit locations).

GOLOB

Path: Sevar

Level: 3

Attack Rating: 11

Defense Rating: 10

Contact Rating: 8

Life Points: 36 in upper torso, 20 all elsewhere

CHA: 40

END: 70

INT: 53

NIM: 60

PER: 53

STR: 91

TEN: 83

WIS: 61

Special Abilities: None

Talents: Accurate Strike, Defensive Mastery, Divine Strike, Fleet-Footed, Forceful Blow, Holy Cry x2, Magic Resistance (+10).

Expertise: Ashnagi Sevar (3 slots): 3 ranks.

Weapons: Massive metallic club (1d10 damage).

Armor: Reinforced chitin armor (4 PV for all locations).

HESHUN

Threat Rating: 2

Attack Rating: 8

Defense Rating: 10

Contact Rating: 12

CHA: 63

END: 70

INT: 91

NIM: 51

PER: 83

STR: 40

TEN: 61

WIS: 73

Special Abilities: None

Talents: Arcane Spell Proficiency, Improvised Arcane Spellcasting (+5).

Expertise: Ashnagi Scholar-Wizard (3 slots): 3 ranks.

Spells: Damp (as Warmth, but provides a heavily humid environment), Energy Orb: Water, Energy Touch: Electricity, Figments of the Imagination, Freedom of Movement, Locate Object, Mage Shield, Stop Movement, Wizard's Armor.

Weapons: None.

Armor: None.

HHAGAAD

Path: Wizard

Level: 5

Attack Rating: 8

Defense Rating: 11

Contact Rating: 14

Life Points: 30 in upper torso, 19 all elsewhere

Mana Points: 86

CHA: 43

END: 70

INT: 91

NIM: 71

PER: 83

STR: 40

TEN: 81

WIS: 53

Special Abilities: None

Talents: Arcane Spell Efficiency: Manifestation, Arcane Spell Efficiency: Manipulation, Arcane Reserves x2 (+20 Mana Points), Arcane Spell Proficiency, Armored Spellcaster, Magical Expertise, Magical Mnemonics x2, Magical Resistance (+10), Superior Arcane Spell Proficiency, Supreme Arcane Spell Proficiency.

Expertise: Ashnagi Wizard (3 slots): 4 ranks.

Spells: Cage of Entrapment, Enchantment of Despair, Freedom of Movement, Energy Orb: Water, Figments of the Imagination, Illusion, Illusion of

Touch, Illusionary Enemy, Locate Object, Mage Shield, Minor Invisibility, Nightmare, Skin of Armor, Stop Movement, Tendrils of Shadow, Tentacles of the Deep, Wizard's Armor.

Weapons: Brace of daggers (1d4 damage each, plus poison requiring END -20 resistance roll to avoid 1d4 damage to the torso every round after being wounded, up to 2 rounds. This is cumulative. Thankfully, Hhagaad rarely gets in melee).

Armor: Eel-slip armor (1 PV to all hit locations).

RYTUL

Threat Rating: 3

Attack Rating: 8

Defense Rating: 11

Contact Rating: 14

Mana Points: 71

CHA: 43

END: 60

INT: 91

NIM: 71

PER: 83

STR: 40

TEN: 81

WIS: 53

Special Abilities: None

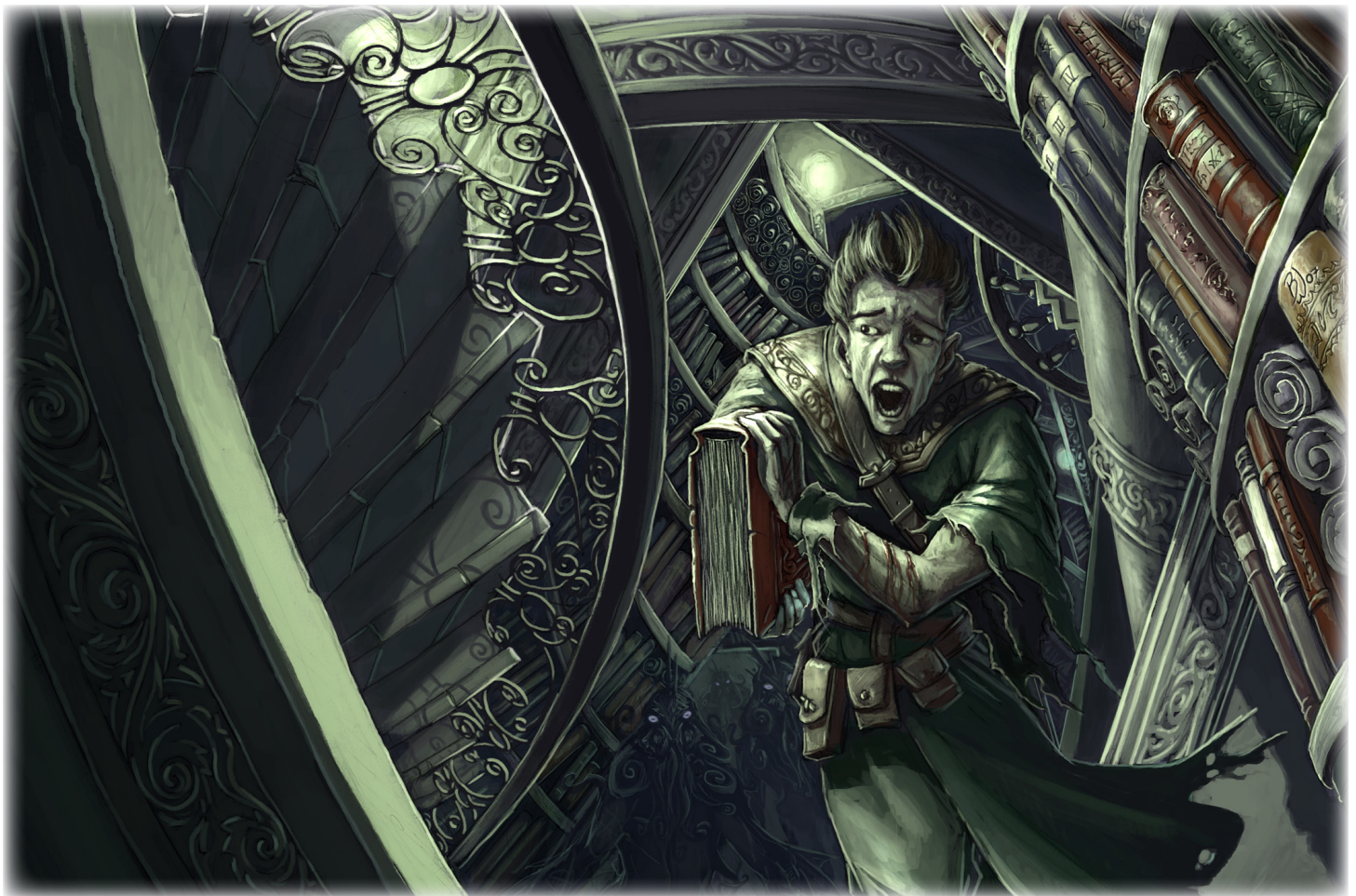
Talents: Arcane Spell Proficiency, Lightning Reaction (+10 initiative), Magical Expertise.

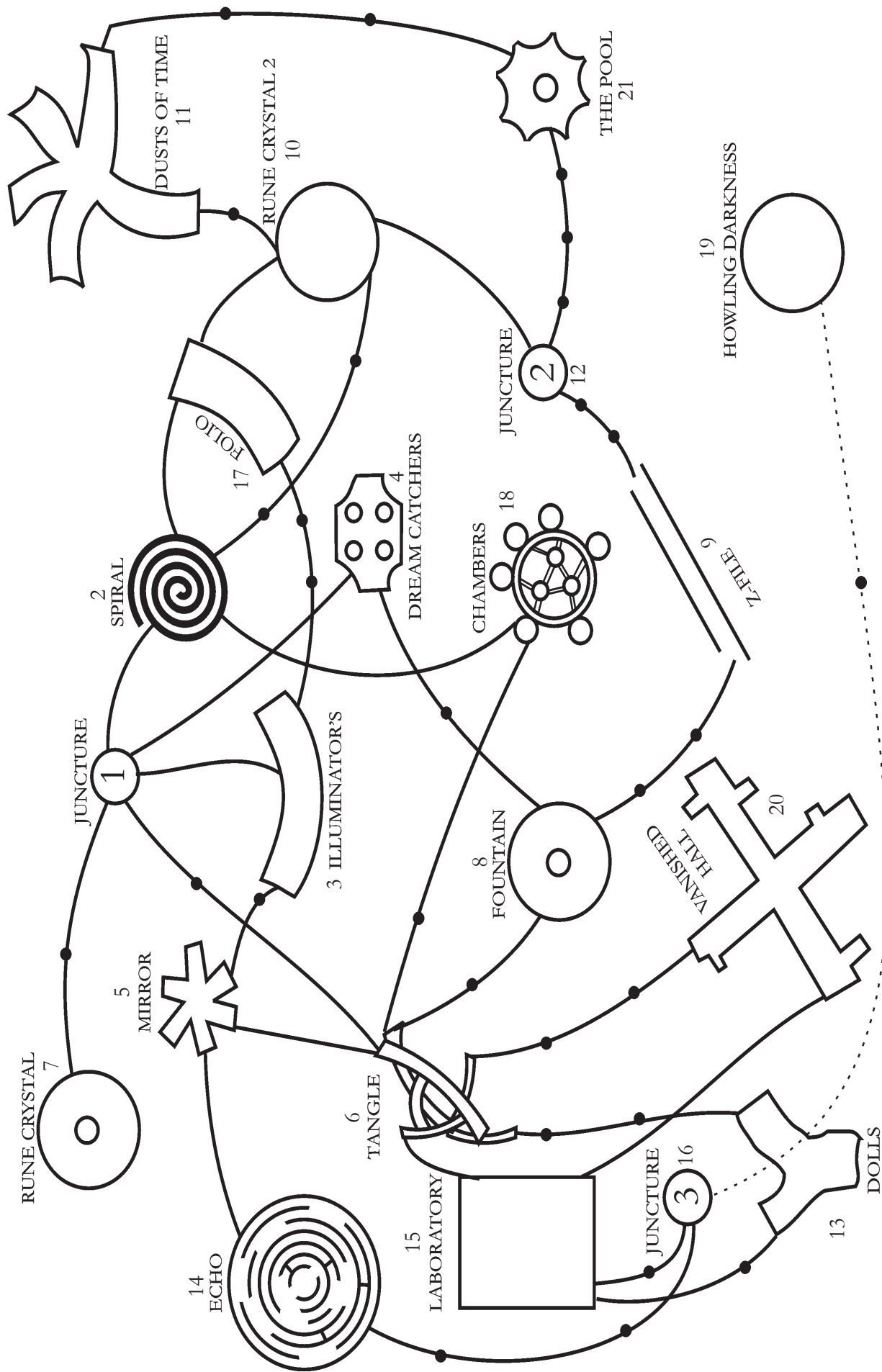
Expertise: Ashnagi-Shagaila (3 slots): 3 ranks.

Spells: Damp (as Warmth, but provides a heavily humid environment), Energy Bolt: Lightning, Energy Bolt: Fire, Energy Orbs: Water, Figments of the Imagination, Freedom of Movement, Mage Shield, Stop Movement, Wizard's Armor.

Weapons: None.

Armor: None.





THE DEVOURING LIBRARY

NOTES

The founders of the Nilsari school of magic built a never-ending dream to store their arcane lore in, and for generations it has served the Nilsari's students. Because it is easy to get lost within, it was nicknamed the Devouring Library, and it became an unofficial rite of passage to fetch a book from its semi-illusionary shelves.

Now, the name has taken on a sinister meaning.

At first, books went missing.

Then, strange shadows were seen in the Library.

Now, anyone entering is attacked by mysterious assailants, and a number of students have been killed, in a place where death should not be possible.

Who is taking the books, and for what reason? What are they and why are they hostile?

You have been chosen for your skill and daring to find answers to these questions, and recover the most treasured tome in the Library before it vanishes.



White Silver Publishing, Inc.
P.O. Box 2050
McComb, MS 39649

\$9.95

WSP-0013