

The Burned Library

The library was thought lost in the great eruption of a nearby volcano, a century from now. Local folks now better: it was in fact buried in volcanic ashes, but its content may still be preserved. Any scholar could easily convince the adventurers of how rare, thus profitable, the treasures in this place can be.

GM info: the library is built in stone; a thin layer of dust covers the floor and walls; the ash hill atop has covered the windows and the whole building is dark; air is smoky & senses relying on smell are hindered.

Kalankantar the lich-mimic lives in this gigantic study. He is obsessed with books and will let the players go only if they leave all their books & scrolls to him. Else he is a hard encounter. He guards mighty loot.

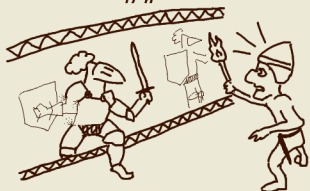


Three friendly **gargoyle heads** beg to be moved out of the dungeon, they tell stories of ages past.



Agressive **ink jellies** live in there (watch out for blinding attacks)

Only staff allowed at this point. **Characters** of the tapestries in this hall come alive and fight intruders.



The floor collapsed by 35 feet. Staff only put an **illusory floor** to hide it. Dangerous!

Enter Here

(AT YOUR OWN RISK)

Scrolls here are stored by alphabetical order.

The key to the blue gate has fallen on the floor. It was obviously hidden in a scroll entitled "Entrance (the)"

Here are also books dedicated to Deneir and/or literacy gods; it is written their symbol is a **lighted candle** (medium Religion check = the character knows without need to look it up)

The yellow key is hidden in a scroll named "Gallery (the)".

There's 5GP in a scroll entitled "Gold", "Loot" or whatever the players can think of.



1-7. Archives	12-17. Chest, containing 2D6
8-9. Dust Mephits	GP worth of tomes
10-11. Smoke Mephits	18-20. Mimic

Fire-proof caves of archives

Roll a D20 on this table for the content of each room of the archives.

Staff quarters

Magic boots were lost in this one

Minor loot!

Ink pools

Gallery

This room is a mess. Not touching anything requires hard dexterity check. If you touch anything, **animated quills** behave as "magic missiles".

Scriptorium

Shrine to the god of literacy. Big statue of a candle. Lighting it opens and reveals the green secret doors.

Hall of tapestries

Shrine to Deneir

Secret room behind a shelf (medium check to spot). Sour black beverage is stored here. It tastes terrible cold but gives moderate bonus to wisdom & intelligence skills for 15 minutes.

Librarian's office

Shelves of scrolls

Origami golems wander here. If defeated they reform after 15 min.

10 feet