



# Adventure Havens: Library Lore Special Web Extras

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**Adventure Havens: Library Lore** gives GMs twelve ready-to-use libraries that can be used in any d20 fantasy campaign setting. This installment of the Adventure Havens series presents twelve unique libraries complete with important NPCs, story seeds, mini-quests, and a massive multi-library quest that takes the players to the Astral Plane!

To give players a feel for what is in store for them, writer Mark Charke has created two bonus libraries for this free download. This free download also includes informational material from the Library Lore product, explaining how each library is set up and how to use them.

For more information on the Adventure Havens Series, visit <http://www.bardsandsages.com/adventurehavens>

For more information on writer Mark Charke, visit [www.Charke.ca](http://www.Charke.ca)

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## How to use this product:

The Adventure Havens series of supplements is designed to help game masters and storytellers better run their games. Each supplement provides original locations, NPCs, seeds, and mini adventures that can be easily scaled and dropped into almost any fantasy setting. Whether you are looking for a quick answer to the question “Hey, what libraries are in this town?” or just want to give the players some side quests to kill time between story arches, The Adventure Havens series will give you everything you need to entertain your party.

Each listing has a “Stat Block” for the library, which includes number of floors, seating, and other basic information. This information is followed by the library’s history and information on the typical patrons and important NPCs. After this you will find a handful of seed ideas and mini-adventures. Each adventure also includes NPCs and encounter information. Many non-specific NPCs (guards, scholars, etc) are listed with different CR options allowing you quick flexibility in adjusting adventures based on your PCs’ levels. And because the majority of NPCs are based on standard races and classes, they are easily adjusted as well to insure balanced game play.

**Name:** The library name.

**Owner:** The names of the owner(s).

**Staff:** number of employees and type

**Number of floors**

**Seating:** basic arrangement of seating, including number of tables and type

**Private rooms:** rooms available for personal use for a fee by guests

**Major Topics:** A library has 1 major topic per every 10,000 books. The knowledge in a library is measured in books, regardless of what format the books are actually in. When using the library’s resources, a character gains a +2 circumstance bonus to Gather Information and/or Knowledge skill check for topics that are major topics of the library. The player must spend at least 30 minutes researching in the library in order to gain the bonus. For every additional hour spent researching, the player receives an additional +1 bonus (to a max of +8). Wizards may take this bonus for Spellcraft checks to learn new spells, so long as the appropriate major topics apply. (A wizard would get no bonus researching an evocation spell in a library that was dedicated to illusionary magic, for example).

**Books:** A ten foot high, three foot wide, bookshelf can hold between 100 large tomes or 1,000 small ones. The average 10x10 room can contain between 1,500 and 15,000 books, depending on the layout. Libraries also need to devote space to an administration desk, reading areas, stairs, displays and often chalk boards and teaching areas.

**Late Fees:** Each library has its own rules for how many books can be taken out and for how long. Some charge late fees. However most libraries in a fantasy setting do not allow books to be taken out at all. Those that do normally are in highly cosmopolitan areas and require membership.

**Hours:** Fantasy libraries tend to be open 24 hours. Hours indicate the peek times. Normally rooms can still be rented during off hours.

**Placement:** While each library can be placed in any village, town or city these guidelines describe where the library fits best in association with its description.

**History:** General background of the library, description, and how the library fits in with the local community.

**The Patrons:** Important or notable NPCs the party may come in contact with at the establishment, as well as a general feel for the type of people who frequent the tavern.

**Seeds:** General ideas for integrating the tavern into your game

**Quests:** Mini-adventures you can run outside of the main storyline

**Name:** Quiet Library

**Owner:** Cult of Kakos

**Staff:** 20 necromancers, 1000 undead

**Number of floors:** 4 sub levels

**Seating:** 12 private rooms with 1 table and ten chairs each

**Private Rooms:** 12

**Sleeping Rooms:** 4 rooms

**Books:** 20,000 (see description)

**Major Topics:** Arcana (focus on necromancy) and religion

**Late Fees:** None (books cannot be checked out)

**Hours:** Always open

## History

The quiet library was created when the necromancer Kakos created a spell to store information in a mindless undead, creating a very simple (though morbid) computer. He soon discovered how to store spells in this way, and started collecting undead. Unfortunately, the collection was only feasibly portable early on. While a handful of zombies could be carefully hidden, hordes of shambling undead would attract unwanted attention. Traveling in a cold northern climate, he killed and animated a pair of farmers and took over their cellar as a place to store his undead. From these humble beginnings grew a large subterranean vault that is the Quiet Library. Kakos was a powerful necromancer when the library was completed, and well on his way to Lichdom, but then he vanished. Many suspect he had been a lich for some time already and had become an arch-lich whose skull is hidden somewhere in the library.

The Cult of Kakos is made up of apprentices to Kakos and their apprentices, all studying necromancy and undeath. The cult is fairly passive in nature. They only harvest bodies with permission now, and spend most of their time researching. They have no immediate plans for world domination or domination of any kind. Their plans are more far reaching. They all want to be liches and eventually arch-liches and return to service under Kakos. Generally their alignments are Lawful Neutral and Lawful Evil. They are careful to avoid creating enemies that might hinder their plans and they carefully observe the local laws. In fact, most Cultists have a rather cold, academic approach to necromancy and shun their more diabolical-leaning peers.

## Books

Entry to the library is through a mausoleum-style building. An altar dedicated to Kakos dominates the back wall of the building and features an everburning flame that shifts between blue and green fire. A spiral stair leads downwards into the actual library. The library is a dark, cold, stone tomb, with large open rooms divided only by support pillars and filled with ranks of undead standing motionless. Upon command they will travel with a visitor and discuss any subject they are knowledgeable about, reciting pages from books word for word. Most speak with a dry rasping voice but occasionally one expresses a mood and can be unhappy, excited or even cheerful. Most of the knowledge in the library deals with death and undead but there is a great deal of magical knowledge as well. Some of the undead are able to recall slivers of information about their former lives, which can shed some minor historical knowledge.

Most of the undead appear to be zombies. There are no skeletons. The only places that are clearly illuminated are the 12 private rooms where visitors can read from the few actual texts the library has. Although the cult downplays it, invaders of the library have discovered more than simple zombies among the ranks of undead. It appears that all manner of undead are stored here as defenders as well as books.

## Patrons

It is to Kakos' credit that so many come to visit his library despite its foul nature. Although the "books" are not rotting, there is a musky smell, an unnaturally cold presence and the eerie appearance of the undead. Most visitors are necromancers or similar dark dealing folk, but even a few paladins have visited the library looking for important

pieces of information. Surprisingly, or perhaps not, a fair number of vampire hunters and others visit the library hoping to glean information about their prey. The library is well protected. Besides a council of 12 powerful necromancers, the power of Kakos' spirit, if not his presence is occasionally felt.

An elf necromancer named Baroque recently moved to the area in order to study at the library. His homeland was overrun by undead several years ago, and he began studying necromancy as a way to learn how to overcome the undead plague. He is obviously uncomfortable around the shambling zombies, but feels the library is the best place to learn all he can about the creatures. A Drow elf who calls himself the Dark One (often eliciting much eye rolling from the Cultists, who find some vague amusement at the clique) has been spending a great deal of time at the library, studying vampire lore. Aloof and condescending, occasionally he will allow himself to be engaged in conversation, at which time he will go into great length about how he is a member of a prestigious Drow House, and he was personally commissioned by the Matriarch to come to the library and research here. How true any of this is remains to be seen.

Perhaps the most peculiar patron is Darg, a barbarian vampire who has apparently taken up residence at the library. The Cultists have made him a "pet" project, so to speak, and are struggling to teach Darg how to read. Darg can be rather personable and friendly, however he is easily frustrated with his lessons and has been known to lash out at other patrons. Because of this, he is normally kept away from the main library rooms.

#### *Inscribe Undead*

Necromancy [Evil]

**Level:** Clr 3, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One mindless undead

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You transfer the knowledge from a book into an undead. This is imposed over the original mind of the undead, so it does not work on intelligent undead. Only undead who had brains (minds) in their former lives, and still have a mostly intact head can be used. An undead can store a number of books equal to its wisdom score. The most common type of undead used are zombies.

You may inscribe spells into the undead like a spellbook if you are able to prepare a spellbook. Treat the undead as having a number of pages equal to its Wisdom score. The undead can recite the spell, without casting it, to a spellcaster who wishes to study the spell. This is effective for blind spellcasters (another reason for visitors to the quiet museum).

#### *Inscribe Undead, Greater*

Necromancy [Evil]

**Level:** Clr 6, Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One mindless undead

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Note:** Must have Scribe Scroll Feat

Like *Inscribe Undead*, except you may also enchant the undead with a spell as if enchanting a scroll. The undead can hold a number of spell levels equal to its Wisdom score. The undead holds the magical energy required to cast the spell. Because the "scroll" can read itself, activating a spell in this manner is a free action, but only one spell can be activated per round. Otherwise, the spell functions in all ways as if it were cast from a scroll. Also, scribing spells into an undead in this manner still cost the same amount of money and XP.

The obvious benefit to storing spells in this manner is that the spellcaster can take a standard action while the undead activates the "scroll".

#### **NPCS:**

**Typical Zombie-Book, Human Commoner; Human commoner zombie:** CR 0.5; Size M; HD 2d12; hp 19; Init -1; Spd 30 ft; AC 11, touch 9, FF 11; BAB +1; Grapple +2; Melee Slam +2 (1d6 + 1), or club +2 (1d6 + 1); SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

**Skills and Feats:** Toughness.

**Equipment:** none.

**Baroque, Elf Necromancer; Elf Wiz5:** CR 5; ECL 5; Size M; HD 5d4+10; hp 19; Init +2; Spd 30 ft; AC 12, touch 12, FF 10; BAB +2; Grapple +2; Melee Unarmed +2 (1d3); Ranged Dagger +4 (1d4/crit 19-20); SQ Low-light Vision, +2 to saves vs enchantment, immune to sleep effects, summon familiar; AL CN; SV Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 14, Int 15, Wis 14, Cha 17.

**Skills and Feats:** Concentration +10, Knowledge (Arcana) +10, Spellcraft +10, Spot +8; Extend Spell, Run, Scribe Scroll, Silent Spell.

**Wiz Spells Prepared (4/5/3/2):** 0--*Disrupt undead (2), ghost sound, mage hand, touch of fatigue*, 1--*animate rope, cause fear, mage armor, magic missile (2)*, 2--*invisibility, protection from arrows, scorching ray*, 3--*ray of exhaustion, summon monster III*.

**Equipment:** Explorer's outfit, potion of *cure light wounds*, spellbook, spell component pouch, dagger.

**Darg the Barbarian Vampire; Human Bbn9:** CR 11; ECL 17; Size M; HD 9d12; hp 64; Init +9; Spd 40 ft; AC 24, touch 15, FF 19; BAB +9/+4; Grapple +15; Melee Unarmed +15/+10 (1d3 + 6/crit 19-20), Club +15/+10 (1d6 + 6); SA Blood drain, *children of the night*, DR 10/silver and magic, *dominate* (DC 12), create spawn, energy drain, rage; SQ *alternate form*, fast healing 5, fast movement, *gaseous form*, illiteracy, improved uncanny dodge, resistance to cold 10 and electricity 10, *spider climb*, trap sense, turn resistance +4, uncanny dodge, vampire weaknesses; AL CE; SV Fort +6, Ref +10, Will +2; Str 23, Dex 21, Con —, Int 13, Wis 8, Cha 7.

**Skills and Feats:** Climb +18, Bluff +6, Handle Animal +6, Hide +13, Intimidate +10, Jump +18, Listen +13, Move Silently +13, Sense Motive +7, Spot +9, Survival +11, Swim +18; Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Improved Critical, Improved Initiative, Improved Overrun, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Alertness, Dodge, Improved Initiative, Lightning Reflexes

**Equipment:** Club, hide armor of rage, psionic tattoo: *control light*, potion of *rage*.

**The Dark One; Drow elf Sor16:** CR 16; ECL 18; Size M; HD 16d4+16; hp 59; Init +6; Spd 40 ft (base 30 ft); AC 12, touch 12, FF 10; BAB +8/+3; Grapple +8; Melee Unarmed +8/+3 (1d3); Ranged Dagger +4 (Unholy, Wounding) +10/+5 (1d4/crit 19-20), Crossbow, hand +1 (Adamantine) +11/+6 (1d4 + 1/crit 19-20); SA Poison, spell-like abilities; SQ Drow traits, spell resistance 11, light blindness, summon familiar; AL NE; SV Fort +7, Ref +8, Will +12; Str 11, Dex 14, Con 12, Int 16, Wis 12, Cha 27 (21).

**Skills and Feats:** Bluff +28, Concentration +21, Knowledge (Arcana) +6, Spellcraft +23, Spot +11; Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Maximize Spell, Scribe Scroll, Simple Weapon Proficiency.

**Racial Spells Known:** 0--*Dancing lights, darkness, faerie fire*.

**Sor Spells Known (6/8/8/8/8/7/7/6/4):** 0--*Dancing lights, daze, detect magic, disrupt undead, ghost sound, light, mage hand, prestidigitation, ray of frost, touch of fatigue*, 1--*comprehend languages, feather fall, mage armor, magic missile, true strike*, 2--*invisibility, scare, summon swarm, touch of idiocy, web*, 3--*gentle repose, lightning bolt, nondetection, vampiric touch*, 4--*animate dead, bestow curse, contagion, dimension door*, 5--*cone of cold, contact other plane, dominate person, hold monster*, 6--*chain lightning, create undead, disintegrate*, 7--*greater shadow conjuration, prismatic spray*, 8--*polymorph any object*.

**Equipment:** Bag of holding, boots of striding and springing, cloak of charisma +6, stone of good luck (luckstone), explorer's outfit, bat familiar, 5 potion of *cure serious wounds*, potion of *remove disease*, potion of *neutralize poison*, 2 antitoxin (vial), tanglefoot bag, dagger +4 (unholy wounding), hand +1 crossbow (adamantine).

## Seeds

The Quiet Library is a source of undead encounters and encounters with heroes trying to destroy the library.

- An undead, a zombie, has left the library and is making his way down a back alley. He has regained some of his memories from his life and is trying to make his way home. He is terribly confused and will attack anyone who tries to prevent him from getting home, including the new occupants of his old home, sold when he died many years ago. It is extremely rare but the process that implants books into zombies sometimes grants them a limited sentience. The Cult of Kakos wants their lost book back and will remove any traces of sentience from it before putting it back in the library.
- The Cult of Kakos contacts the players. There is an undead, not part of the library, hiding in the library pretending to be a book. As the undead is wanted by the law, they want it removed from the library but don't feel like risking their acolytes trying to capture it. They claim there is a reward, offered by the city guard, for capturing the undead, but there isn't.
- A young man has found his long lost brother in the library and approaches the players to ask them to get his brother out of the library. This can be solved diplomatically or with violence, although the later will make it hard for the players to gain access to the library later.
- A Paladin has killed a member of the Cult of Kakos he caught outside of the library. The Cult of Kakos asks the Players to bring the Paladin in, because he is too powerful for the city guard to manage. The cult could bring him in but it would look very back in the courts later and violate their neutral stance. The paladin, in fact, killed the man in cold blood. He did not mean to but he did and he has lost his paladin abilities, although he does not admit this. He does not feel he did anything wrong but is frustrated with the situation and may turn to more violence to try solve the problem.

## Quest for Immortal Pages

The quiet library has undead that are hundreds of years old yet have not decayed significantly. They are also experts in preserving and reading ancient tomes. Their secret is hidden far away in a giant scorpion infested desert. The necromancers journey here once a year to collect blowing silt, scorpion venom and sand. They mix the fine silt and powdered scorpion venom to absorb moisture and kill parasites on the undead. The sand they melt into masterwork lenses, which they use in their reading.

The quiet library would be willing to pass along their secrets of book and undead preservation if the players travel to a relatively close desert to collect the sand, silt and venom, not a safe task. It takes several days of collecting silt with large silk sails set up on windy days. The sand needs to be harvested from particularly dry areas. Both activities require a successful Survival check DC 20 and take 1d6+1 days each. Venom from 12 giant scorpions must be collected. It requires no particular skill but it must be fresh.

### Monstrous Scorpions (CR 3,7, or 10):

**Monstrous Scorpion, Large; Large monstrous scorpion:** CR 3; Size L; HD 5d8+10; hp 32; Init +0; Spd 50 ft; AC 16, touch 9, FF 16; BAB +3; Grapple +11; Melee claws +6/+6 (1d6 + 4), sting +1 (1d6 + 2 plus poison); SA Constrict 1d6+4, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int 0, Wis 10, Cha 2.

**Monstrous Scorpion, Huge; Huge monstrous scorpion:** CR 7; Size H; HD 10d8+30; hp 75; Init +0; Spd 50 ft; AC 20, touch 8, FF 20; BAB +7/+2; Grapple +21; Melee claws +11/+11 (1d8 + 6), sting +6 (2d4 + 3 plus poison); SA Constrict 1d8+6, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +10, Ref +3, Will +3; Str 23, Dex 10, Con 16, Int 0, Wis 10, Cha 2.

**Monstrous Scorpion, Gargantuan; Gargantuan monstrous scorpion:** CR 10; Size G; HD 20d8+60; hp 150; Init +0; Spd 50 ft; AC 24, touch 6, FF 24; BAB +15/+10/+5; Grapple +37; Melee claws +21/+21 (2d6 + 10), sting +16 (2d6 + 5 plus poison); SA Constrict 2d6+10, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +15, Ref +6, Will +6; Str 31, Dex 10, Con 16, Int 0, Wis 10, Cha 2.

### Other Potential Encounters:

**Basilisk:** CR 5; Size M; HD 6d10+12; hp 45; Init -1; Spd 20 ft; AC 16, touch 9, FF 16; BAB +6; Grapple +8; Melee Bite +8 (1d8 + 3); SA Petrifying gaze; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11.

**Skills and Feats:** Hide +0, Listen +7, Spot +7; Alertness, Blind-Fight, Great Fortitude.

**Dragon, brass, juvenile:** CR 8; ECL 17; Size M; HD 13d12+26; hp 110; Init +4; Spd 60 ft, fly 200 ft (poor), burrow 30 ft; AC 22, touch 10, FF 22; BAB +13/+8/+3; Grapple +16; Melee Bite +17 (1d8 + 3), claws +11/+11 (1d6 + 1), wings +11/+11 (1d4 + 1); SA Breath weapon (60ft Line of fire, 4d6, Ref DC 18), spell-like abilities; SQ Fire subtype, immunities, blindsense, keen senses; AL CG; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

**Languages spoken:** With animals; 3/day - endure elements (radius 40 ft)

**Skills and Feats:** Bluff +14, Escape Artist +13, Gather Information +14, Intimidate +14, Survival +14, Listen +14, Search +14, Spot +14; Cleave, Improved Initiative, Power Attack, Weapon Focus.

**Racial Spells Known:** 0--*Divine favor, Endure elements, Speak with animals.*

**Sor Spells Known (6/5):** 0--*Dancing lights, Detect magic, Detect poison, Read magic, Resistance, 1--Endure elements, Mage armor.*

**Racial Spells Prepared:** 0--*Endure elements* (3).

**Salamander, Flamebrother; Flamebrother salamander:** CR 3; Size S; HD 4d8+8; hp 26; Init +1; Spd 20 ft; AC 19, touch 12, FF 18; BAB +4; Grapple +1; Melee tail slap +4 (1d4 plus 1d6 fire), Spear +1 +5 (1d8 + 2/crit x3); SA Constrict 1d4 plus 1d6 fire, heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

**Languages spoken:** Ignan. Some average salamanders and all nobles also speak Common

**Skills and Feats:** Craft (Other) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

**Equipment:** Ring of protection +1, Spear +1.

**Salamander, Average; Average salamander:** CR 6; Size M; HD 9d8+18; hp 58; Init +1; Spd 20 ft; AC 18, touch 11, FF 17; BAB +9/+4; Grapple +11; Melee tail slap +9 (2d6 + 1 plus 1d6 fire), Spear +1 (Flaming) +12/+7 (1d8 + 3/crit x3); SA

Constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

**Languages spoken:** Ignan. Some average salamanders and all nobles also speak Common

**Skills and Feats:** Bluff +11, Craft (Other) +19, Diplomacy +3, Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8; Alertness, Multiattack, Power Attack.

**Equipment:** Gloves of dexterity +2, Spear +1 (flaming).

**Salamander, Noble; Noble salamander:** CR 10; Size L; HD 15d8+45; hp 112; Init +1; Spd 20 ft; AC 18, touch 10, FF 17; BAB +15/+10/+5; Grapple +25; Melee tail slap +18 (2d8 + 3 plus 1d8 fire); Ranged Longspear +2 (Flaming) +15/+10/+5 (1d8 + 8/crit x3); SA Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities; SQ Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +12, Ref +10, Will +11; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15.

**Languages spoken:** Ignan. Some average salamanders and all nobles also speak Common

**Skills and Feats:** Bluff +19, Craft (Other) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13; Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus.

**Racial Spells Known:** 0--*Burning hands, Dispel magic, Fireball, Flaming sphere, Summon monster vii, Wall of fire.*

**Racial Spells Prepared:** 0--*Burning hands (3), Dispel magic, Fireball (3), Flaming sphere (3), Summon monster vii, Wall of fire (3).*

**Equipment:** Potion of blur, Amulet of mighty fists +1, Longspear +2 (flaming).

### Desert Nomads:

**Human Bbn4:** CR 4; ECL 4; Size M; HD 4d12+8; hp 48; Init +2; Spd 40 ft (base 30 ft); AC 12, touch 12, FF 10; BAB +4; Grapple +6; Melee Unarmed +6 (1d3 + 2), Greataxe +6 (1d12 + 3/crit x3); AL N; SV Fort +6, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 11, Wis 13, Cha 12.

**Languages spoken:** Common

**Skills and Feats:** Craft (Weaponsmith) +4, Handle Animal +5, Intimidate +5, Survival +6, Jump +5, Knowledge (Local) +3, Listen +6, Move Silently +4; Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Dodge, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

**Equipment:** Greataxe, Leather.

**Human Bbn7:** CR 7; ECL 7; Size M; HD 7d12+14; hp 79; Init +2; Spd 40 ft (base 30 ft); AC 15, touch 12, FF 13; BAB +7/+2; Grapple +9; Melee Unarmed +9/+4 (1d3 + 2), Greataxe +1 +11/+6 (1d12 + 4/crit x3); AL N; SV Fort +7, Ref +4, Will +3; Str 15, Dex 14, Con 14, Int 11, Wis 13, Cha 12.

**Languages spoken:** Common

**Skills and Feats:** Craft (Alchemy) +5, Craft (Weaponsmith) +6, Handle Animal +7, Intimidate +7, Survival +6, Jump +5, Knowledge (Local) +5, Listen +6, Move Silently +4; Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Dodge, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

**Equipment:** Potion of bull's strength, Greataxe +1, Leather +1.

**Name:** The Stairs of Mirabal

**Owner:** Mortimer Isis

**Staff:** 40 full time laborers, 400 part time

**Number of floors:** 4

**Seating:** n/a

**Private Rooms:** n/a

**Books:** 20,000 (special, see below)

**Major Topics:** Agriculture, History

**Late Fees:** None (books may not be removed from library)

**Hours:** Dawn till Dusk

### History

Mirabal was an ancient city struck by a meteorite. Afterwards crops died and the people became sick, eventually abandoning the city as cursed. For hundreds of years anyone who entered Mirabal became sick. Even those who simply possessed an item taken from Mirabal's ruins became sick. The city survived moderately intact until recently, when looting began and no one became sick anymore within the city limits.

Mirabal was a large city with fabulous landmarks and innovations, but one feature was particularly unusual. The people held stairs to be of great religious importance and recording all their history and knowledge upon them, chiseled into

blocks of the hardest stone available. They preferred blocks of diorite but it was difficult to carve, making diorite stairs expensive and only for the most important records (and thus the best preserved). The lowest peasants made stairs out of sandstone and not many have survived intact.

Mortimer Isis, an elf historian, journeyed to Mirabal to record the knowledge of the stairs, now that it was safe to do so, before they were destroyed by the waves of looters. His team began recording from the softest stones first to save their information but people began looting the stairs themselves. Mortimer hired a massive team to relocate the stairs of Mirabal. Thousands and thousands of foot wide stone blocks were transported to Isis's massive warehouse where he reassembled them.

This library is a winding, spiraling, climbing stone museum that sprawls over four acres. The warehouse is a massive timber framed building with canvas siding. It may become more complete in the future but for now it is meant only to keep the wind and the rain out.

## Patrons

Mortimer received much funding from several nobles who wanted to preserve the stairs but have little interest in them, unable to decipher the ancient language. Occasionally they arrive to show the library off to important visitors. Several parties have been held in pavilion tents set up around the warehouse. One of the most prominent patrons is Lord Byron Alchime. The minor noble has little interest in the stairs themselves, but his wife, Lady Magdalene, is a respected linguist and historian. In fact, Alchime began funding the library as a means to woo her. The plan worked, and the two wed a couple of years after construction began.

The library is open to the public but visitors must submit to a search. No stone carving tools or weapons are allowed in the library. The library is guarded by trained dogs and *alarm* spells which have been successful in keeping petty vandals out.

## Books

The stairs of Mirabal have no books, but a great deal of information records on the stone bricks that make up the stairs. The history of Mirabal and surrounding area is carefully recorded, including a very detailed account of the meteorite striking as recorded by survivors. Their major topics are agriculture, an important part of life in ancient Mirabal, history and the study of other languages.

Reading the stairs of Mirabal requires a Decipher Script check 30, which discourages all but the most skilled or determined readers. Mortimer pays translators to decipher and reconstruct the language, and a growing collection of translations, stored in traditional books is creating a more traditional library. This is more accessible to the average scholar. While a complete reconstruction of the language is years away, scholars have determined the language, dubbed Mirabalese, may be some sort of a root language from which other languages flowered.

Successfully studying the stairs for a week (requiring no less than 7 successful Decipher Script checks, one per day) gains a +4 circumstance bonus to future Decipher Script checks to read other languages. While the bonus would not apply to languages spoke by planar creatures or coded documents, it does apply to the "humanoid" languages of the land.

**Mortimer Isis; Human Brd10:** CR 10; ECL 10; Size M; HD 10d6+10; hp 66; Init +5; Spd 30 ft; AC 17, touch 11, FF 16; BAB +7/+2; Grapple +6; Melee Unarmed +6/+1 (1d3 - 1), Sword, short +6/+1 (1d6 - 1/crit 19-20); Ranged Bolas +8/+3 (1d4); SQ Bardic knowledge, bardic music, bardic spellcasting; AL N; SV Fort +4, Ref +8, Will +6; Str 9, Dex 12, Con 12, Int 11, Wis 9, Cha 16.

**Skills and Feats:** Bluff +16, Decipher Script +18, Diplomacy +20, Disguise +16, Gather Information +16, Sense Motive +12, Perform (Dance) +16; Armor Proficiency (Light), Diligent, Empower Spell, Eschew Materials, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Decipher Script)

**Brd Spells Known (6/4/4/4):** 0--*Detect magic, know direction, lullaby, mage hand, mending, summon instrument, 1--cure light wounds, disguise self, expeditious retreat, hideous laughter, 2--alter self, calm emotions, eagle's splendor, invisibility, 3--charm monster, crushing despair, deep slumber, summon monster III.*

**Equipment:** Bolas, short sword, wand of *charm monster*, backpack, bedroll, entertainer's outfit, oil of *darkness*, scroll of *alarm* (div), boots of speed, cloak of resistance +1, studded leather +4.

**Lord Byron Alchime; Human Ari10:** CR 9; ECL 10; Size M; HD 10d8+10; hp 61; Init +2; Spd 30 ft; AC 18, touch 12, FF 16; BAB +7/+2; Grapple +7; Melee Unarmed +7/+2 (1d3), Sword, short +7/+2 (1d6/crit 19-20); Ranged Longbow +4 (Frost, Merciful) +14/+9 (1d8 + 5 + 1d6 P, magic/crit x3), Arrows (50) +10/+5 (1d6 + 1/crit x3); AL LN; SV Fort +4, Ref +5, Will +9; Str 11, Dex 15, Con 13, Int 12, Wis 14, Cha 20.

**Skills and Feats:** Bluff +18, Diplomacy +20, Gather Information +18, Knowledge (Arcana) +2, Knowledge (Architecture) +2, Knowledge (Dungeoneering) +2, Knowledge (Geography) +2, Knowledge (History) +2, Knowledge (Local) +2, Knowledge (Nature) +4, Knowledge (Nobility) +2, Knowledge (Planes) +2, Knowledge (Religion) +2, Spot +15, Survival +15, Swim +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Martial

Weapon Proficiency, Mobility, Point Blank Shot, Precise Shot, Shield Proficiency, Shot on the Run, Simple Weapon Proficiency.

**Equipment:** Potion of *sanctuary*, potion of *invisibility*, 10 potion of *cure light wounds*, noble's outfit, mithral shirt, amulet of natural armor +2, longbow +4 (frost merciful), arrows (50), short sword.

**Lizardfolk Scholar; Rog2:** CR 2; ECL 5; Size M; HD 2d8+2 + 2d6+2; hp 24; Init +4; Spd 30 ft; AC 17, touch 10, FF 17; BAB +2; Grapple +3; Melee claws +3/+3 (1d4 + 1), bite +1 (1d4), or club +3 (1d6 + 1), bite +1 (1d4), Chain, spiked +2 +5 (2d4 + 3); Ranged or javelin +2 (1d6 + 1); SA Sneak attack +1d6; SQ Hold breath, evasion, trapfinding; AL N; SV Fort +1, Ref +6, Will +0; Str 13, Dex 10, Con 13, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Balance +9, Decipher Script +4, Diplomacy +4, Disable Device +4, Hide +2, Jump +5, Swim +10; Armor Proficiency (Light), Improved Initiative, Multiattack, Simple Weapon Proficiency.

**Equipment:** Heavy shield, healer's kit, thieves' tools, antitoxin (vial), potion of cure light wounds, spiked +2 chain.

## Seeds

The Stairs of Mirabal is not the most popular tourist attraction. There is no surf, no undead, no fantastic halls of crystal and no ghosts. As a result it can be very quiet.

- Rumors are being spread that a young man read on of the stairs and then climbed to the top and leapt off to his death. This is a lie but its bringing people to try find the stair that makes you do this.
- A local beggar arrives carrying a wooden door. He claims it is a door of Mirabal, but Mortimer Isis isn't interested in buying the door. The beggar now walks around the library trying to sell his old wooden door to anyone who passes by.
- A man digs a hole near the library and claims it is the basement of Mirabal. He really hasn't done his homework. He doesn't know that Mirabal is a long ways away and that is cannot be what he claims it is. However he is a heck of a salesman and has been selling tickets to visit the large hole in the ground and the old damaged pottery and other "amazing" artifacts inside. The tourist traffic is bothering the serious scholars, and Mortimer wants the party to expose the fraud for what he is.

## Quest for Stair Writing

The writing on the stairs is a very compact form of text. It took a lot of effort to carve this information and there is a lot of it, so the writers became very efficient in their writing. Learning these techniques could reduce the space required for modern writing by up to 50%. For scholars, this would be a terrific boon, as more information could be stored in less space. Wizards also would be able to get more spells in their spellbooks. The potential of understanding the script is endless for those interested in the topic. Unfortunately the key to this technique is not in the library. Mortimer suspects this and is looking to hire adventurers to seek it out. Mortimer has uncovered clues to a potential relic, similar to the Rosetta Stone, that could unlock the secrets of the technique.

The players would need to journey back to Mirabal and search the ruins for the relic. (A Search check DC 35 is required. Each attempt takes 1 day.) The city is lousy with thieves and mercenaries, all searching for undiscovered treasure. The harder the players search the city, the more likely they are to attract attention.

The stone they are looking is made of diorite, a very hard, black stone. It is 40 lbs and the size of a typical Mirabal stair, 1 foot wide and 6 inches high and deep. Once the players have the stone thieves and mercenaries will trail them all the way back to the library. Studying the stone in the library for 1 month will allow the reader to make a Gather Information check (DC 15) to learn the secret of the compressed Mirabal writing. If successful the reader qualifies to take the Mirabal Spell Writing feat.

## Mercenaries

**Human Ftr5:** CR 5; ECL 5; Size M; HD 5d10+5; hp 48; Init +5; Spd 30 ft; AC 16, touch 11, FF 15; BAB +5; Grapple +9; Melee Unarmed +9 (1d3 + 4), Greatsword +1 +11 (2d6 + 9/crit 19-20); Ranged Longbow, mighty (+1 Str) composite +6 (1d8 + 1/crit x3); AL N; SV Fort +5, Ref +4, Will +3; Str 18, Dex 12, Con 13, Int 11, Wis 14, Cha 11.

**Languages spoken:** Common

**Skills and Feats:** Climb +8, Handle Animal +1, Intimidate +2, Survival +4, Listen +7, Move Silently +3; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, Weapon Specialization.

**Equipment:** Potion of cure light wounds, Potion of bull's strength, Greatsword +1, Chain shirt +1, Mighty longbow (+1 str) composite.

**Half-orc Rog3/Ftr3:** CR 6; ECL 6; Size M; HD 3d6+6 + 3d10+6; hp 46; Init +3; Spd 30 ft; AC 17, touch 13, FF 14; BAB +5; Grapple +7; Melee Unarmed +8 (1d3 + 3), Sword, short +1 +9 (1d6 + 4/crit 19-20); Ranged Shortbow, composite +9 (1d6 + 1/crit x3), Dagger +9 (1d4 + 4/crit 19-20); SQ Darkvision 60 ft, Orc Blood; AL CN; SV Fort +7, Ref +8, Will +4; Str 16, Dex 17, Con 15, Int 12, Wis 12, Cha 10.

**Languages spoken:** Common and Orc

**Skills and Feats:** Balance +5, Climb +7, Craft (Trapmaking) +6, Decipher Script +6, Disable Device +7, Gather Information +3, Hide +5, Jump +6, Knowledge (History) +3, Knowledge (Local) +4, Listen +3, Move Silently +6, Open Lock +9, Search +7, Spot +4; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Shield Proficiency, Simple Weapon Proficiency.

**Equipment:** Cloak of resistance +1, Amulet of natural armor +1, Short +1 sword, Composite shortbow, Dagger, Leather +1.

**Gnome Rog4/Wiz5:** CR 9; ECL 9; Size S; HD 4d6+12 + 5d4+15; hp 62; Init +2; Spd 20 ft; AC 15, touch 13, FF 13; BAB +5; Grapple +7; Melee Unarmed +6 (1d2 + 1); Ranged Dagger +2 (Frost) +8 (1d4 + 3/crit 19-20); SA +1 to attacks vs kobolds and goblinoids; SQ Low-light vision, +4 dodge vs giants, Speak with Animals, +2 saves vs illusion, spell-like abilities; AL NG; SV Fort +6, Ref +8, Will +7; Str 13, Dex 15, Con 16, Int 18, Wis 13, Cha 14.

**Languages spoken:** Common and Gnome

**Skills and Feats:** Balance +7, Concentration +10, Decipher Script +12, Disable Device +11, Gather Information +8, Hide +11, Knowledge (Arcana) +11, Knowledge (Architecture) +7, Knowledge (History) +8, Knowledge (Local) +8, Listen +8, Move Silently +8, Open Lock +9, Profession (Scribe) +9, Search +8, Spellcraft +14, Spot +5, Tumble +7; Armor Proficiency (Light), Scribe Scroll, Silent Spell, Simple Weapon Proficiency, Spell Mastery, Still Spell.

**Wiz Spells Known (4/4/3/2):** 0--*Dancing lights, Detect magic, Disrupt undead, Read magic*, 1--*Feather fall, Mage armor, Magic missile, Tensor's floating disk*, 2--*See invisibility, Spider climb, Web*, 3--*Dispel magic, Gaseous form*.

**Equipment:** Gloves of dexterity +2, Bracers of armor +2, Cloak of resistance +1, Dagger +2 (frost).

#### **Mirabal Spell Writing [General]**

**Prerequisite:** Must have studied the Mirabal Stone, Decipher Script 8 ranks.

**Benefit:** When you write spells in a spellbook they take up only one half of a page per spell level but the ink is more expensive, costing 200 gp per page.

**Normal:** Writing a spell in a spell book takes up 1 page per spell level and costs 100gp per spell level.

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Playtesters: Chris Adams, Jeremy Baker, Richard Coles, Alex Nixon, Jordan Grayman.

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