



**Maalathir** was an ancient sage, his library is legendary for its rare books. The library lies under the ruins of his tower. A system of tunnels dug by giant ants provides access to the library from a nearby cliff side. The tunnels lead to a large antechamber. A door in the antechamber requires a key held by a minotaur that has set up residence in the tunnels. The PCs are hired to search for a specific book in the library.

They are unaware that their employer has sent more than one group to find the book he is after.

### Wandering Monsters

Check for wandering monsters when entering a new room or whenever the PCs start spending too much time in one location. Roll 1d6, encounter on 1 or 2

- 1: **The Minotaur** - roll again if it has been killed - Has the key to the library
- 2: **3 Guards** - No treasure, may have mundane items or one flask of healing water from room F
- 3: **2 Guards** - 1d4 copper and mundane items
- 4: **4 Ratmen thieves** - Will parlay to avoid conflict, May even bribe PCs for their safety. 2D6 silver
- 5: **Swarm of bats** - 1d6x10 small bats swarm around PCs, will flee after 1d4 rounds
- 6: **Thief NPC** - Badly wounded, will help PCs if they invite him to join. See notes. Roll again if he is already with party.

- Guards can be any creature and level appropriate to the PCs abilities.
- Ratmen are Halfling sized anthropomorphic rats. Treat them like halflings. They are selfish and cowardly but will fight to defend or if they can ambush the PCs. Re-roll future encounters with them, they flee the caves after their first meeting with the PCs.

**SEARCHING THE LIBRARY:** roll 1d6 per character searching per round. On a 5 they find a book that looks valuable. On a 6 they find the book they are searching for. Books are worth 3d20x10GP, *The Book* is worth the reward.

The tunnels and rooms are carved from sandstone and quite sturdy for the most part. They slope up or downwards as necessary. PCs will need to bring a source of light. All rooms are round, dome shaped and somewhere between 6-10 feet tall unless noted otherwise. Tunnels are wide enough for 2 people to stand and fight side by side and stand almost upright

**SCALE:** 1 square = 10 human strides

- A: The Entrance:** A tunnel leads from the cliff face at the bottom of the map into the first chamber. Equipment is scattered about in small piles here. The only weapons available are small daggers or clubs. No armor can be found. There are a couple sacks emptied of their contents. It looks like it all came from a party of about 6 adventurers. PCs may find mundane items but there isn't much of any value. A little extra searching will find the severed paw of a Gnoll. There are no Gnolls in this adventure, unless the DM wants them. The paw is merely a distraction and builds tension.
- B: Pile of Books:** There is a pile of about 50 books here, enough for the PCs to spend time searching for the book they are after. Use the notes for searching the library, but none of the books are of any value. One or two may have a very low level spell. If they roll a 6, they may decide to head home to claim their reward but the book is worthless and the employer will fire them and refuse to give them a second chance.
- C: A Glue, or Warning:** A crude drawing in chalk is to the immediate left of the tunnel leading to room I. It looks like a bull's head.
- D: Narrow Ledge:** This room is taller than the others, it is hard to say because the light sources the PCs are using may not throw enough light to make out the ceiling. A narrow ledge runs around the west side of the chamber and is about 12 feet above the floor below. Only one person can safely work their way along the ledge at a time. Some kind of moderate dexterity test should be done to make sure the PC makes it across. If the test is failed the PC falls to the floor below and takes damage.
- E: Empty:** These rooms are empty and have nothing of any use in them. Check for wandering monsters
- F: Healing Spring:** A small trickle of water forms a shallow pool a couple inches deep in this room. The water is cool and tastes of sulfur but it is safe to drink. If it is rubbed on a wound it will burn a bit but will also heal a small amount of HP. It only works once per person. The water can be stored in a flask and will have enough for one more application. The pool only holds 30 or so gallons of water at a time.
- G: Playing Dead:** If the PCs have not met the thief as a wandering encounter yet, he is in here playing possum on the floor. The thief was with a previous party and has been badly wounded in a fight with the minotaur. He will offer to join the party if they heal him. He will try to steal the book the PCs are after if he makes it to the library with them. He carries a short sword and wears leather armor. He has a duffel bag with a strap he keeps slung over his shoulder. He will ask if the PCs have met the minotaur, if they have the key and will try to ascertain if they know what to do with it.
- H: Dead Adventurer:** There is a dead body of an adventurer here, picked clean of all valuables. If the thief is with the PCs he will ID the body as one of his former party members.
- I: Minotaur's Lair:** Roll for monsters but subtract 4 from the die roll. If the result is lower than 1, treat it as 1. There is a rough bed of straw, a fire pit and a pile of rotting, half eaten adventurers here. Under the bodies is a wooden box with 1d10x10 copper, 1d12 silver and 1d20 gold and a gem worth 40gp.
- J: Library Antechamber:** The tunnel opens into a large room with a single door on the opposite wall. The Minotaur's key will open the lock on the door. It can not be picked, forced or magically opened. The tunnel behind the door is pitch black and totally silent. A permanent darkness and silence spell is cast on this area. ALL sources of light and sound, even magic, will be useless in this tunnel.
- K: The Library:** This room is the library. It is lit by magic glow-globes that emit a silvery light. Stacks of books are all over the room along with a small desk and a globe of the known world. The books are randomly stored so the PCs must search, use the notes for searching the library. If the thief is with them he will search too. If he finds the book he will try to steal it. PCs can carry 3 books each at most since they are large, clumsy and somewhat fragile. 2 stairways are blocked with rubble and are completely impassable.
- X: Pitfall!** The westward tunnel from room B passes over the tunnel from A to F. The floor here is weak and will collapse if more than 3 people stand on it at the same time. The Minotaur will collapse it by himself, if he can be tricked into going over it. If the floor does collapse, the PCs will still be able to jump over the hole or make their way through the tunnel from A - F
- Tunnel from F to H:** This tunnel was connected at one time but a cave in has blocked it. Clearing it by hand is impractical but not impossible. It will take days to do without proper tools. It could be cleared with magic quite easily but there isn't much point.