

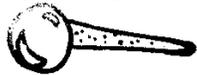
The First Key: a tarnished brass key with 'S' curves, opens door to main stacks (6).



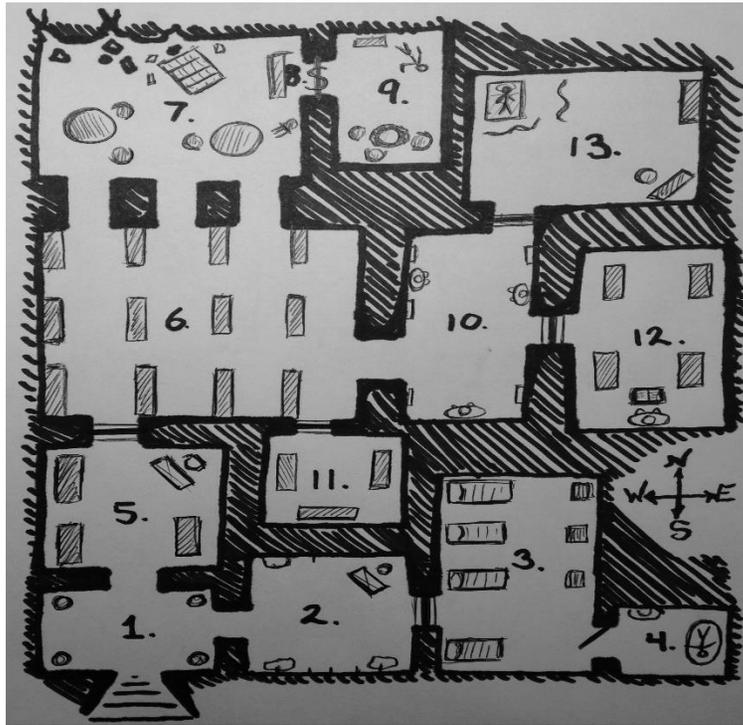
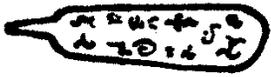
The Second Key: A malachite disk emblazoned with the rune for "work." Opens secret room reading room (9)



The Third Key: A pearl on a crystal pin. Opens scriptorium (12), rare books (11).



The Fourth Key: A bookmark in the shape of a brass feather inscribed with runes for wisdom, study, and silence. Opens Arch-librarian's quarters (13)



The Archive of Chellum was once a foremost research institution, but the structure was damaged by earthquake ages ago, and flooded by the nearby river. The vaults were sealed, and a new university built over its remains.

However students in the new library have heard ghostly wails, and there are rumors of ghostly visions deep in the stacks. The regents have forced open the grating to the lost archive, and called upon any assistance to help them either excavate any worthwhile knowledge buried below...or decide to seal its horrors away forever.

Conditions: The walls and floors of the Archive are tightly-fitted granite, split with cracks. Pale yellow light still issues from a few remaining enchanted reading lamps scattered throughout the area. The ceiling bulges, and water drips into stagnant pools. Silty mud makes footing treacherous. The air stinks of rotted paper and leather.

The denizens of the Forlorn Archive are attracted to loud noises. Any turn in which the adventurers are making sounds above that of a whisper, roll 1d4:

- 1-4 **zombie librarians** appear. Immediate silence will cause them to retreat, their fingers pressed to their mouths.
2. A beam of light emits from the nearest reading lamp. All within its 10' radius are 'Silenced'
3. A swarm of paper-eating **rats** appears to investigate
4. Nothing happens

1. Stone pillars groan alarmingly under the weight of the new university above. 3 copper pieces glint in the muddy silt on the floor.
2. The cloak room: rotted scholars' robes hang from rusted hooks. Vicious **rats** nest underneath a 3-legged desk. The eastern door is jammed with rust and mud.
3. Library aide's quarters: Searching these rotten bunks by hand may (25%) result in infection by **parasitic grubs**. An expensive writing set can be found in one footlocker.
4. Garderobe: the bath is choked with **Grey Flesh-Eating Ooze**. A skeleton covered by this noxious jelly still clutches a silver flute, and a copy of Key 2.
5. Reference Stacks: no whole books, just rotten mush between moldy leather covers. In a desk is Key 1...and a **Flock of Bats**. The lead-bound door to the north is sealed tightly
6. Main Stacks: only a few volumes, none worth much, remain. On the ceiling, a tile mosaic declares "Silence is Golden." 6 **skeletal students** still prowl here.
7. Reading Room: A hollow book hides 3 potions of concentration, which briefly increase intelligence. The damaged north wall, if disturbed may gush forth water, causing flooding to some sections of the library. If the party lingers 3 rounds, the ghost of a graduate student drifts through the bookcase on the east wall concealing the door to the Secret Reading Room.
8. This embossed mural is divided into sections, depicting scholars in pursuit of life's rewards. Scattered among the figures are 4 depressions, labelled with ancient sigils for "Wealth," "Joy," "Wisdom" and "Love." If Key 2 is placed under "Wisdom," the door opens. Placing it elsewhere results in a 2d6 electrical shock.
9. Secret Reading Room: brocade chairs, decayed, surround an ever-burning fire pit. In its fiery depths glints Key 3. Behind one chair, a skeleton (truly dead) is impaled by a dagger.
10. Gallery: water-ruined paintings and statues of scholars line this hall. If touched, each loudly discourses on its area of expertise in life (geography, gnomes, metallurgy, insects...)
11. Rare Books Room: The silver door is embossed with a celestial map with seed-pearl constellations. It opens when Key 3 is inserted into the pinhole in the center. Within, a dozen rare volumes, each worth 100 gold pieces, are carefully shelved. Two are magical, and release stinking clouds of noxious smoke when opened... ensuing coughing may attract attention.
12. Scriptorium: The brass door depicts a gigantic book. It opens when Key 3 is traced over the outlined letters. Antique vellum, rare inks, and powdered gemstones in neat bottles on labeled shelves. A heavy lecturn holds a record of books which have and left the room. Behind it is a marble statue of the First Librarian. Leaving this room in possession of ANY written material, without properly signing it in and out, will bring this angry **golem** to life. A copper embossed bookmark sitting on the great tome is actually Key 4.
13. The Librarian's Quarters: The heavy stone door to this room is nondescript, but close inspection reveals the narrow band of copper lining its frame. If Key 4 is slid along its length, sparks fly, and the door swings open. Rotted velvet hangings obscure the bed, where the corpse of Arch-Librarian Chellum still clutch the book of demonology which brought about the earthquake which wrecked the library. His **ghost** haunts the room, and will attempt to possess the most scholarly-looking adventurer, then flee to throw the book into the ever-burning fire-pit in the Secret Reading Room (location 9). If he succeeds, the resulting explosion will bring down the weakened walls in room 7, resulting in the immediate flooding of the entire library, and the subsequent collapse of the university above. In the dusty bookcase, hidden amongst more mundane tomes, are rare scrolls of history, worth 500 gp to university scholars, and a bottle containing a bespectacled **imp** who offers to catalog the party's possessions.