

*“The study of **SPIRITS** has never been an easy task, you understand. Even the gentle ones can turn on you, becoming feral ghosts. It’s in the city’s interest to limit dangerous haunts and a reliable solution to our ghost problem is sure to earn its inventor a fortune.”*

ALISTER CROWLEY (*parapsychologist, dapper*) lazily spins a large key around his finger. His personal office is filled with books and manuscripts of all sorts, ranging from recent pamphlets to weathered tomes.

“This key opens an abandoned library in the Deathlands. This library contains a grimoire that I need for my research, and I’m willing to pay thrice the scavenger rate. Be warned—the library is rumored to be cursed. Then again, it is in the Deathlands...”

APPROACH & OBSTACLES

APPROACH: Crowley provides you with safe transportation out of Duskvol, to the perimeter of the Lost District where the ancient library has sunk into the ground. Scavengers tell of an endless maze of bookshelves and an ancient terror that wanders among them. The collapsed glass pyramid that served as the atrium roof still protrudes from the ground like fragments of a buried geode.

ATRIUM: This wide space with dim electric lights once hosted eager academics.

- ❖ An unpowered electroplasmic elevator
- ❖ Hidden blades in the floor
- ❖ Sleeping **HOLLOWS**

THE STACKS: The deeper you go, the higher the bookshelves seem to grow.

- ❖ The **GHOST** of a librarian
- ❖ Books arranged by smell
- ❖ Dead scavengers covered with writing (ink from books)

SCRIPTORIUM: The biographies of various scavengers are written in neat ink on the walls.

- ❖ Skeletons piled by the door
- ❖ A **BLACK GEM** on a pedestal in a summoning circle
- ❖ The grimoire is in a glass case

NOTE: Reading any book in the library does *Harm* to the reader, and a permanent tattoo of the writing appears somewhere on the reader’s skin; the entity in the black gem has transformed the library into a trap to lure unwitting scavengers and consume their life essence.

SCENES & COMPLICATIONS

As you step on the tile, it sinks ever so slightly into the floor with a low grating sound.

- ❖ Spikes spring from the floor and pierce several of your party members
- ❖ You plummet through a loose floor tile
- ❖ **HOLLOWS** awaken and shamle towards you

The Librarian warns you not to be loud. She’s not interested in talking but when you mention the grimoire, she becomes visibly upset.

- ❖ “I told you to be quiet,” she hisses, and you feel your tongue twist (you can’t talk)
- ❖ She loses trust in you and floats away (☹ 4)*

The open elevator shaft is dark and deep. The compartment is stuck somewhere below.

- ❖ All the electric lights fizzle out
- ❖ Spirits in the elevator shaft become aware of you and view you as intruders
- ❖ The elevator doors close (☹ 4)*

As you enter the Scriptorium, a burst of arcane energy erupts from the black gem. “New visitors! Please, stay for a while.”

- ❖ Animated skeletons block the way out
- ❖ Your life essence drains (☹ 4)* as you watch your biography appear word-by-word on a wall

* Start a progress clock ☹ with four segments. For more information on clocks, check p. 15 of the Core Rulebook

Crowley looks overjoyed when you return and offers you refreshments as you recount what happened. He slips the grimoire into a bookshelf and turns to you.

“You know what they say: A room without books is like a body without a soul.”