

# The Locked Library of Somi Bodleian

1 Square = 5 Ft; Ceiling is 40 ft high except in Room 4, where it is 25 ft high. Library is 120 ft underground.



The wealthy, young and attractive Somi Bodleian is a rather advanced wizard. She established her library after betraying her once-lover and mentor, who's priceless collection of books she then took for herself. Somi's obsession for knowledge has led her to construct an entire library hidden somewhere in a forest near her old hometown. There she works tirelessly translating her master's encrypted notes and books. A troupe of sorcerous fairies helps keep house and care for their mistress. The entrance is marked by a place where a dropped book does not come open on its own – part of the protection charm on the library books that leaks out into the outside world. Armed with a book, adventurers can thus seek out the locked library and the treasures of its cloistered mistress...if they dare. The prize: great knowledge and treasures within, or the help of a potent wizard, if Bodleian is spared.

- #1:** The book drop method can lead one (if prepared with a good shovel to dig) to find a spiral staircase to the subterranean library. The first door is merely locked, but magic cannot open it. Mundane means must be used.
- #2:** The 2nd room contains the start of the library complex. A workdesk nearby pales in comparison to the size of the shelves. One of the shelves is hiding a secret door, but none show signs of this unless many books are removed. There are a series of razor-tipped bars in a diagonal pattern guarding a door. Magic cannot open this door. But should the lockpicker fumble too much, or take too long, the diagonal bar trap will (at worst) slice off the lockpicker's hands, or (at best) greatly injure them. Beyond the door is a portal to a hidden room.
- #3 and #4:** The hidden room leads to a treasure room. The flame jets have a timed interval, but it changes every 5 minutes. Inside the room, half of the trove of gold is actually two "treasure golems". These pull levers which release two Basilisks. Then they join the fray to attack intruders. The pentacle is decoration.
- #5:** A troupe of fairy assistants in scholarly robes arrange books in this room. Should they notice intruders, the two lightning traps pictured will be sprung. These fire rapidly in the directions shown. The pentacle animates the lightning. An arcanist can try to disable it. The fairies will attack with their own magic. They will surrender if death seems imminent, teleporting to their mistress. The traps will then be disabled.
- #6:** This false study contains a teleporter. The pentacle is not the teleporter. It throws people against the wall, harming them. One torch is the teleporter, the other burns everything it touches as normal.
- #7:** Somi's real study. Her faeries huddle in a corner as she challenges intruders. She summons a Glabrezu demon from her pentacles to aid her. Her most precious books are hidden here. She was previously translating some. Should death seem close, she will surrender and bargain for her and the fairies to be spared.