

## GREAT LIBRARY OF HYPATIA *by ProBono*

*During a heated discussion over Ethics, a fire has broken out in the Temple. Raging mobs of cultists and looters swarm over the priests into the havoc. You start in the agora (market), but, fresh from fun at Pandoras' Bathhouse, you only have side-arms (e.g. dagger) and no armour. But can you miss an opportunity for treasure...?*

ROOMS (d6)	Occupants	CONTENTS (d6)	Treasure
<1	2d6 Scum + 1 RabbleRouser	<1	Scrolls all torn up, of no worth
2	d6 Scum	2	Vases all smashed up, of no value.
3	d6 Scum	3	Scum carry a small amount of loot (D3 Gold plates).
4	Fire!	4	History Scroll
5	d3 Scum + d2 Priests squabbling	5	D3 Gold Plates; Scroll of the Dead
6	d3 Priests	6	D6 Gold Plates
7	d6 Priests + 1 ArchPriest	7	D3 Gold Plates; a Treasure Map
8	D6 Scum + 1 RabbleRouser + D6 Priests + 1 ArchPriest squabbling	8	D6 Gold Plates; Sacred Dagger of Sacrifice
9+	Annoyed Deity.	9+	2D6 Gold plates

+4 in the Treasure room. +2 If 2 rooms away from the Treasure Room, and +1 if 3 rooms away.

The forecourt area counts as "room" at -2. In all rooms you enter throw for Occupants and also for Treasure. For a Fire you may choose not to have gone in! If you leave a room, it may refill with people but not things, except for fires that keep burning. The Agora is the way back out!

Scum are those from the market out to loot. Will tend to ignore you but might grab any objects from you if they can. Armed with thrown stones, vases, etc., they will not fight close in. If you fight them, all the other scum will know and then stone you on sight. RabbleRousers can call an extra d6 Scum per turn if threatened. Scum tend to flee if overawed. Scum fleeing will go into random adjacent non-fire rooms and be added to the Occupants.

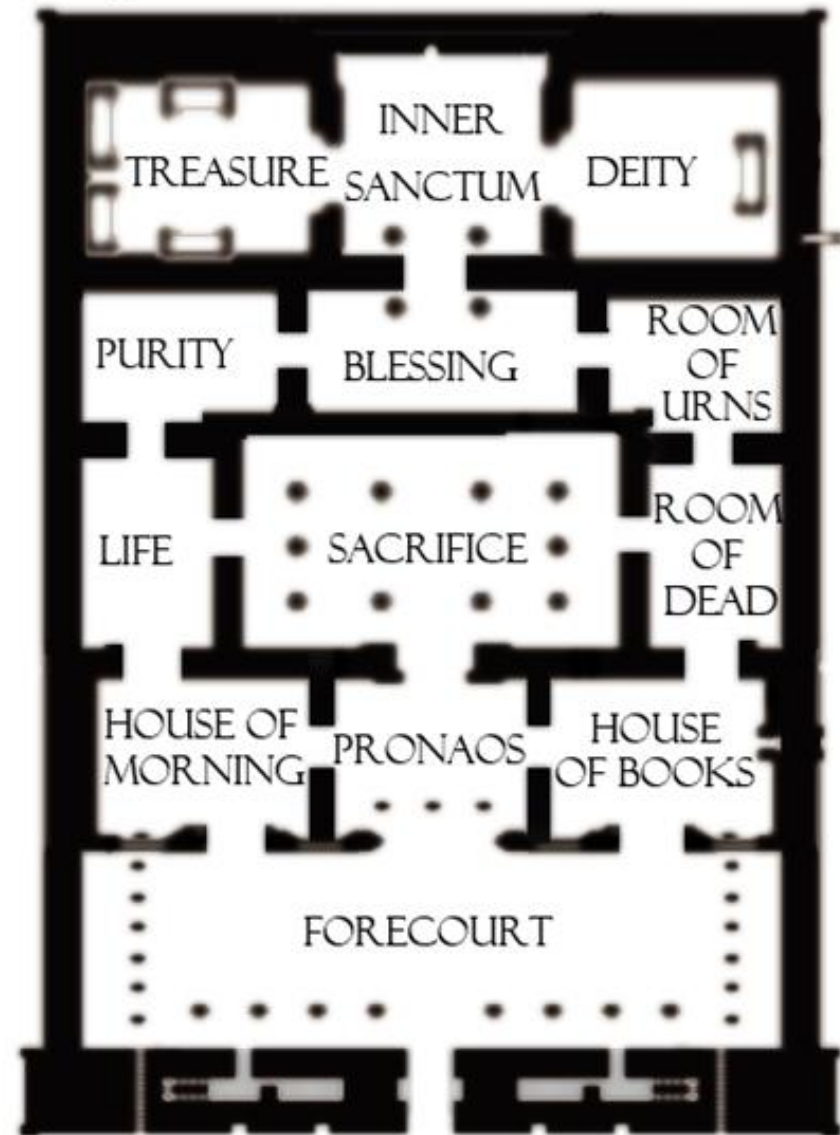
Fire! Very destructive, anyone passing through has a 50% chance of being hurt, as do any carried Scrolls and Maps. All flammable objects in the room itself are already reduced to ash. Priests are protecting the ancient building and its contents, and will not let interlopers pass. Armed with staves will defend in hand to hand. Are fanatical and will not flee. ArchPriests will Curse any interlopers.

*Arrange the value of the Gold Plates, Curses, etc., to suit your group (or individual).*

*Is the Annoyed Deity a powerful Man-Beast? Is it immune to Fire? Are any bits of the Deity of substantial worth? Does the Sacred Dagger really do x10 Damage against Annoyed Deities? What travesty does the Scroll of the Dead unleash? Might a Treasure Map lead reveal a secret hatch in one of the 12 rooms leading to unknown catacombs of prize and horror?*



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AGORA