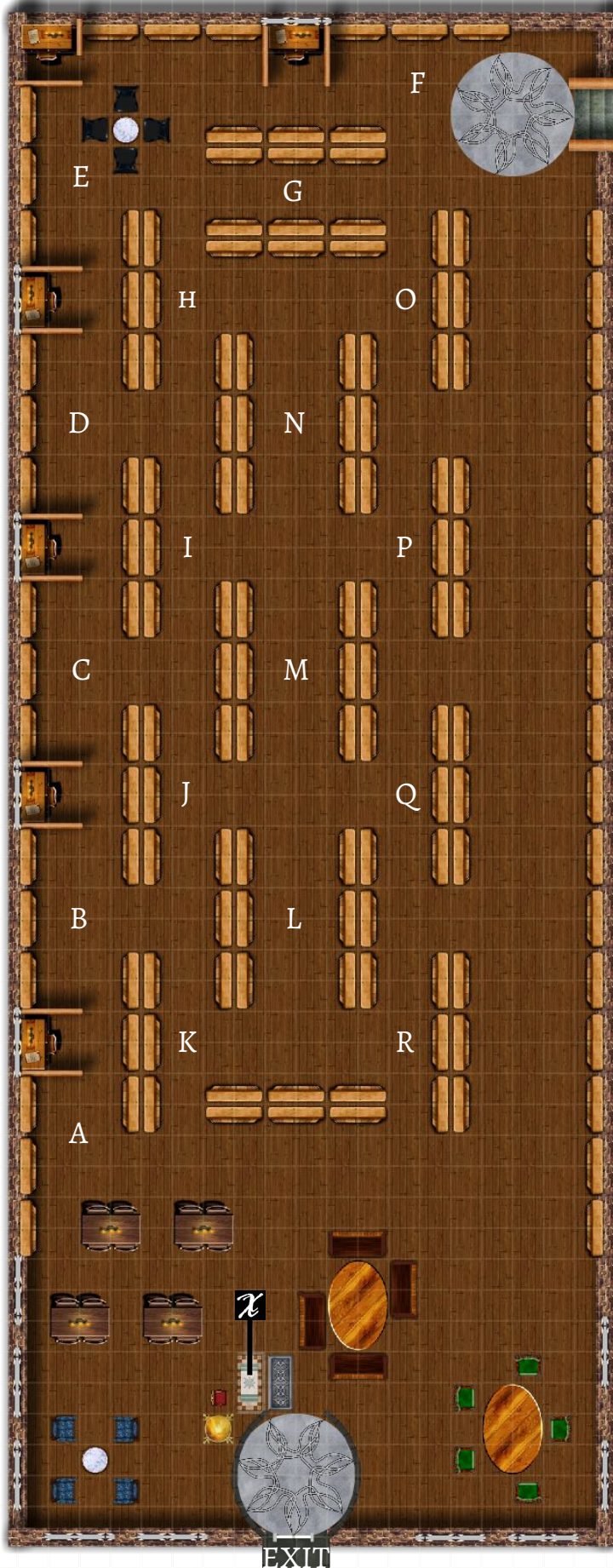


The job was simple enough: Exterminate the library's vermin and supernatural infestations, preferably with minimal damage. (You only destroyed three chairs, two tables, and a study cubicle--that's "minimal," right?) Exiting the library is easy; it's just a matter of choosing the right books that spell out a code word. Only...you can't remember what it is.



I Know I Came In Here For A Reason!

by James Hirst

The "Zoological and Botanical Library of Esoteric, Exotic, and Mundane Monstrosities" has nearly every book written about animal and plant life, beasts and behemoths--divine or vile, diminutive or colossal--and horrors few could understand...or imagine. The books were of little interest as you completed the job you were hired to do, but now you need to get out.

To leave the library:

- 1. Collect** a series of books; the first letter of each "monstrosity" that a book discusses must be used to spell the "code word." (Think of the "Hangman" game.) For example, if the code word was "lich," the party would need to grab any "L" book, such as "Lizard," "Imp" for I, or "Centaur" or "Cyclops" for C, etc.
- Beware!** Picking the wrong book will conjure *at least* one monstrosity the book is about. Choose wisely! Incorrect choices increase your chance to get the next letter correct by 5%, while correct choices increase your chance by 20%.
- 2. Place** the correct books on the checkout table (📖) and the portal will open...and your party may leave via the "EXIT."