

# Library of the Lion GM Notes

An extension and compilation of the work contributed to the GM Shared Prep  
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## Background

Venture-Captain Muesello of the Opparan Lodge recently received a letter from Princess Eutropia of Taldor proposing a trade: she would arrange for the Pathfinder Society to have brief access to an exclusive wing of the Kitharodian Academy library. She suspects that the library holds a hidden passageway leading to one of its secret archives. In exchange for this favor, she requires that the Society use this opportunity to recover several documents important to her.

## Getting Started

Regardless of how the conversation develops, ensure that Muesello gives the PCs the following:

1. a **scroll tube** that contains (1) an **unsigned letter** that describes many of the mission's details from the patron's perspective, including that the Pathfinders can find the hidden entrance to the secret archive by studying honor, courage, and glory; and (2) a **formal request** signed by the Arch-Exarch Gregorius to admit the bearers to the Kitharodian Academy's rare books collection;  
[A successful DC 15 Perception check notices the broken scroll tube seal and a successful DC 15 Knowledge (nobility) check identifies it as that of Princess Eutropia—Grand Prince Stavian III's only child, who has been maneuvering to take the throne upon his death, despite the nation's tradition of crowning a male heir.]
2. a cloth-wrapped parcel containing a modified **deck of illusions**. It contains one card for each PC and companion (such as animal companions);
3. a cloth-wrapped parcel containing a **potion of invisibility**, a **potion of pass without trace**, and, in Subtier 4–5 only, a vial containing a single dose of **dust of illusion**;
4. several dozen **sheets of paper with writing utensils**; and
5. **only to Grand Lodge faction PCs**: a small scrap of paper with an encoded message (Player Handout 1).

## The Taldan Cipher

The sequence of letters on Player Handout 1 is the ciphertext of "has the Bell of Obedience." The printed version of Player Handout 1 is incorrect: the 6th last letter should be changed from F to G, i.e., the cipher should end with G-G-C-Q-F-C.

The cipher that was applied to the plaintext is Taldan Cipher 2. Therefore, to restore the plaintext, the players must apply Taldan Cipher 2 in reverse. As each ciphertext letter may have derived from either a consonant or vowel, the players will need to apply both transforms to the ciphertext (changing it into the letter that comes three places before it, and two places after) and then reconfigure the message as follows. The output of the reversed consonant transform is the first line, the output of the reversed vowel transform is the second line, and the plaintext message is bolded.

H V S T H Z B Z L L J F J B Z D D Z N C Z  
M A X Y M E G E Q Q O K O G E H I E S H E

## A Tight Schedule

Elapsed Mins	Occurrence
~12-14	A successful DC 15 Knowledge (local) or Perform check gives 1 minute warning of loud music +1 minute/5 > DC
15	Loud music lasting 4d4 rounds
~57-59	A successful DC 15 Knowledge (local) or Perform check gives 1 minute warning of loud music +1 minute/5 > DC
60	Loud music lasting 4d4 rounds
61	Tobias peeks into the library room: illusions from the <i>deck of illusions</i> are enough to fool him
~97-99	A successful DC 15 Knowledge (local) or Perform check gives 1 minute warning of loud music +1 minute/5 > DC
100	Loud music lasting 4d4 rounds
110	A successful DC 25 Perform check gives 10 minute warning of finale -1 minute/ DC -1 to DC 15 for 1 minute warning
120	Music ends; Tobias requests PCs begin packing up to leave: illusions from the <i>deck of illusions</i> are enough to fool him
123+2d4	Tobias returns to escort PCs out of the library
+3	Tobias returns with Lion Blades if PCs fight him
150	Tobias' superior calls for help if PCs subdued Tobias before he raised the alarm

## Uncovering Clues

Nine of the clue cards—A *Silver Horn*, *Cryptic References*, *Esoteric Alphabetization*, *Grave Consequences*, *General's Logbooks*, *Encarthan Maps*, *Enemy Analysis*, *Lines of Succession*, and one random *Taldan Cipher*—can only be found in specific areas, so set these aside.

Take the remaining 12 cards and shuffle them together to create a small deck of random texts. When the PCs use random texts, keep them separate and do not shuffle them back into the random texts deck. This ensures that researching PCs will be increasingly likely to find what they need.

A DC 14 (DC 18 at Subtier 4-5) Linguistics, Knowledge (history), or text-based Craft or Profession (such as Craft [bookbinding] or Profession [librarian]) check is required to find a clue. Several rooms allow specific additional skills to be used without penalty. Other

skills or abilities may be used with a -2 to -5 penalty at GM discretion. PCs who use magic or class abilities in a particularly creative or relevant way might receive up to a +5 bonus on a check at GM discretion.

Use the highest skill check result; treat other PCs who succeeded at the check as though they had used the aid another action to improve the highest result (+2 usually). On a success, the PCs find one important text and receive a card for it. For every 5 points by which the result exceeds the DC, the PCs find one additional text. If there is a text specific to that room, the PCs always receive that before finding a random text (with an exception in area B9). For rooms that have more than one specific text in the Discovery section, the PCs receive them in the order listed.

There are 3 small rooms (B3, B8, B10), 4 medium rooms (B4, B9, B11, B12), and 1 large room (B6) to search.

# Searchers	Small room	Medium room*	Large room	All rooms (5+ PCs)	All rooms (4 PCs)
1	30	60	120	450	330
2	15	30	60	225	165
3	10	20	40	150	110
4	7.5	15	30	113	83
5	—	12	24	95	77
6	—	—	20	91	73
7	—	—	18	89	71

\* If there are only 4 PCs in the party, then treat Medium rooms as Small rooms.

## Advanced Searching

If you are GMing for five or more PCs, then there may be times in which the players will want to put PCs that are not involved in searching a room to good use in starting to search another. In these circumstances, be flexible and use your best judgement as to how this constructive use of their time can aid the party. One option is to calculate how much time a 'pre-searcher' will save the main search party.

For example, with a party of five PCs, the might players instruct you that four are searching a Small room and the extra one makes a start searching a Medium room. After 7.5 minutes, the small room has been searched and the four then join their companion in the Medium room to finish searching that. How long does it take to finish searching the Medium room?

To work this out precisely, you first need to convert the duration of searching already done by the first team (the single PC) into the same terms as the searching that will be done by the second team (all five PCs). This is done as follows:

$$(\text{first no. of searchers} \times \text{duration of their search}) \div \text{second no. of searchers}$$

i.e., for the above example:  $(1 \times 7.5) \div 5 = 1.5$ ; so the 7.5 minutes spent searching by the single PCs is equivalent to five PCs searching for 1.5 minutes. Therefore, to work out how long it takes to finish searching the Medium room, you deduct this amount from the total time it would take the second team to complete the search. Looking at the Medium room column in the above table, we see that five PCs can search a Medium room in 12 minutes, and therefore, they only need to search for another  $12 - 1.5 = 10.5$  minutes to complete their search of that room.

Alternatively, you could award the main search party a bonus on its search skill checks instead of reducing the time the require to complete the search. You could base the amount of the bonus on how long the 'pre-searchers' searched, and/or on the result of the 'pre-searchers' search skill checks. Whatever the case, the constructive use of a PC's time should be encouraged, and provide some sort of benefit to the party.

## Covering Tracks

### Deception Bonuses and Penalties

Area	Action/Event	Modifier
All areas	PCs make effort to cover tracks	+1
A: Rare Books Collection	Tobias does not notice PCs missing	+3
	On entry, PCs make effort to hide <i>wayfinders</i>	+1
	On exit, PCs do not dispose of cards	-2
B5: Main Library Chamber	Glorymane attitude moved to Friendly	+1
	Glorymane attitude moved to Helpful	+2
B7: The Caretakers Quarters	Convince Iliyana to keep visit secret	+2
	Don't interact with Iliyana	+1
B8: The Study Chamber	Half of PCs make Intelligence or Perception check	+1
	All of PCs make Intelligence or Perception check	+2
B9: Ancient Books Room	Avoid swarm	+3
	50% or more damage to swarm with bludgeoning force or sonic	+1
	Fix swarm case with each <i>make whole</i> or <i>2x mendings</i>	+1 to +3
B10: The Administrator's Room	PCs disable or bypass the trap	+2
	PCs do not take magic items in desk	+1
B12: The Hidden Vault	Objects other than a few notes, the shield or the Cheliox faction journal removed	-1/object

## A. The Rare Books Collection

The key to how to open the secret door, (shifting the statue's arm so that its stylus points to the words honor, courage, and glory, in that order), is contained in the letter from Princess Eutropia that Venture-Captain Muesello gave to the PCs.

## B. Library of the Lion

### B4. Recital Hall

This is a Medium room. Searchers may use any Perform skill to search without penalty. The *Esoteric Alphabeticization* clue can only be found here.

### B5. Main Library Chamber

Searchers may use any Knowledge skill to search for clues without penalty.

### B8. The Study Chamber

The *Encarthan Maps* clue can only be found here.

### B9. Ancient Books Room

The door to this room, and to the cabinets within, are locked; the caretaker, Iliyana, has the keys. The door has a good lock (Disable Device DC 30), and the cabinet has a simple lock (DC 20). Searchers may use Appraise to search without penalty, and all searchers gain a +2 circumstance bonus on all skill checks in this room. The *A Silver Horn* and *General's Logbooks* clues can only be found here. One of the four clues is part of the Book Swarm. This clue may be destroyed if at least half the damage dealt to the book swarm is fire, acid, or slashing damage which is not magically mended.

### B10. The Administrator's Room

The door to this room is locked with a good lock (Disable Device DC 30); the caretaker, Iliyana, has the key. One random *Taldan Cipher* clue can only be found in this room.

**Giant Wasp Poison**—*type* injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 1 save

### B11. The Vault of Knowledge

Contrary to the Discovery section, both the *Cryptic References* and *Enemy Analysis* clues can only be found here.

The proper order in which to place the lion statuettes is contained in the relevant phrase:

1. To serve Taldor, I must **first** learn the history of Taldor
2. A cunning lie is never told **twice**.
3. Persevere, persevere, persevere! (repeated **thrice**)
4. In the **end**, loyalty is its own reward.

## YOUNG FOO DOG

## CR 1

NG Small outsider (augmented animal, good, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

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### DEFENSE

**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +7, **Will** +3

**Defensive Abilities** paired protectors, stony defense 2/day (1/day if 4 players); **DR** 5/bludgeoning (remove if 4 players);

**Immune** poison, disease, paralysis, sleep

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### OFFENSE

**Speed** 30 ft.

**Melee** bite +2 (1d4+1 plus trip)

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### STATISTICS

**Str** 13, **Dex** 19, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +2; **CMD** 16 (20 vs. trip)

**Feats** Iron Will<sup>B</sup>, Skill Focus (Perception)

**Skills** Acrobatics +8 (+12 when jumping), Perception +8; **Racial Modifiers** Acrobatics (+4 when jumping), +4 Survival when tracking by scent

**Languages** Celestial, Common

**SQ** freeze

## B12

The *Grave Consequences* and *Lines of Succession* clues can only be found here.

Mentioning some intriguing titles may tempt PCs to remove texts from this room: *The Unexpected Truth of Aroden's So-Called "Death"*; *The Decemvirate: An Exposé of the Masked Leaders of the Pathfinder Society*; *Yes, the Aboleths Did It and Here's Why*; *The Secret Threat of Sarusan*; *Why the Eye of Abendego Endures*; and others. Of course, despite the grandiose titles, an in-depth analysis of the findings of these books (which the PCs will only have time for if they take them) reveals that each is nothing more than pure speculation; the authors, rather than the contents, are of interest to the Lion Blades.

## Conclusion

### Success Conditions

The three Shining Crusade texts are the *Encarthan Maps* (B8), *General's Logbooks* (B9), and *Enemy Analysis* (B11).