

Grab about 50 dummy Magic: the Gathering cards (or something the same size - some decks of playing cards should work) and a similar number of appropriately-sized opaque sleeves.

Print out the attached document and cut out the cards.

Sleeve the Magic cards backwards so that the Magic back is showing through the clear side of the sleeves.

Sleeve each of the knowledge cards in a sleeve, with the exception of the one from bit from the first library that's on two cards - one pre and one post Linguistics check.

At the beginning of the research encounter, set up a deck so that each knowledge card has X cards underneath it, where X is the number of kp where the knowledge triggers. (For example, the first information in the first library triggers at 25kp, so it would be the 26th card from the bottom.)

When they roll their  $1dX+X$ , have them flip over that many cards.

I also included item cards since there's a LOT of useful items that the PCs can get in the middle of the scenario and having the item cards can be useful and I already had the program open.

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