Adventure Path Plug-Ins

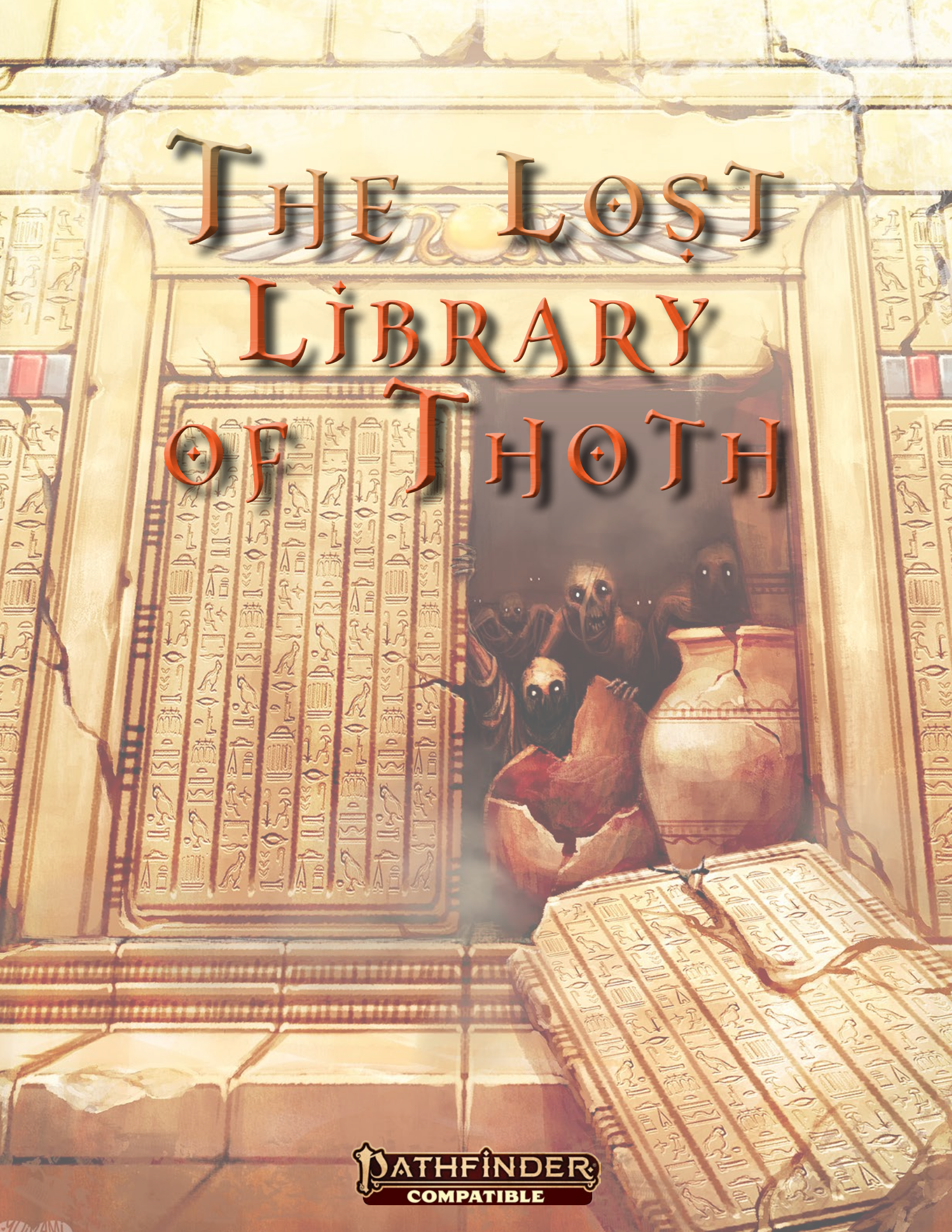
The Lost Library of Thoth

by Alex Riggs and Jason Nelson

Legendary Games

Pathfinder Compatible

The Lost Library of Thoth



PATHFINDER COMPATIBLE

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What You Will Find Inside The Lost Library of Thoth

While some raiders of the ruins of ancient lands lust for gold and glory, the wise seek knowledge and the lore of the fallen empires. Somewhere below the desert sands lies a treasure trove of forgotten secrets and magical mysteries under the wings of the Scribe of the Heavens, Thoth. The cult of this archaic patron of knowledge is long dead, but fragments and clues lead you to a hidden shrine that once bore his name. Will you find legendary wisdom and mystic rewards untold, or will the tests of mind and body within reveal only secrets man was not meant to know?

The Lost Library of Thoth is a 7th-level adventure for ***Pathfinder Second Edition*** that can be played as a standalone adventure or as part of an entire Egyptian-themed campaign. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

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The Library of Thoth

The Library of Thoth is a temple-robbing adventure for characters of 6th to 8th level. This adventure works best if the PCs are looking for hard-to-find information, particularly if that information relates to the ancient world, as the Library of Thoth is an excellent place for them to find such information. If you're using this adventure in conjunction with the official Egyptian Adventure Path by Paizo Publishing (issues #79—84), the Library of Thoth might be a good source of background information about some of the figures in that adventure path who have been around since ancient times, or it may serve as an alternate way to find information that the party missed during the adventure path. If this adventure is being used as part of a different campaign, the options for what information the party might seek are limitless. Even if the party is not particularly driven by the promise of ancient lore, the Library of Thoth also offers a rich assortment of rare and exotic spells that can be added to spellbooks. If all else fails, tomb-raiding parties may seek out the library simply to plunder its treasures, although care should be taken not to oversell this point, unless you want to disappoint your players, for most of the library's vast stores are books, scrolls, and tablets that will be all but impossible to transport or profit from. Alternatively, it's possible that the party may not seek the library at all, but rather a friend or companion who decided to plumb its depths: in this case, their companion might be found safe in area A7, absorbed in research, or he may be found along with (or instead of) one of the other victims in the library.

Adventure Background

The Library of Thoth is a fabled repository of knowledge, dedicated to the ancient god Thoth, which serves both as a massive archive of academic and learned writings, and as a holy site for Thoth's followers. While anyone was technically able to access the information held within the library, it was never intended to be easy to do so, and the library was intended more as a place to safeguard and protect knowledge, storing it so that it would be available to future generations, than it was intended to be used in a day to day fashion. As a result, the library was built so that it could be accessed on only a single day each month, and that anyone attempting to make use of it would have to overcome a series of difficult challenges, many of which were potentially life-threatening, and all of which had ritual and religious significance to those of Thoth's faith.

As the worship of Thoth died out in favor of newer gods, the library saw less and less use, until eventually there was no one left who could safely navigate its many challenges. Despite this, and despite the library's remote and isolated location, it is listed on many maps, and it is not difficult to track down where it is. Neither is it hard to learn its reputation for having great stores of information, and its more sinister reputation, that no one who has entered it since the dissolution of Thoth's following has ever emerged from it again, both of which can be easily learned by talking to anyone in any of the settlements within a day's travel or so of the library. It's also common knowledge that the library's main entrance is particularly difficult to enter, and that some sort of trick is required to get in, although the specifics require a little further research.

Researching The Library of Thoth

A successful DC 15 Diplomacy check to gather information allows a character to track down a local who is credited as "telling the story of the library the best." In addition to the common knowledge about the library, this individual can also share the fact that the temple can only be entered for three days each month, and only at night, as its massive stone doors can only be opened in the light of a full moon. This individual also relates that many have tried to plunder the library's treasures, but none have succeeded. This is not actually true, however. While none of the adventuring parties to publicly attempt to brave the library have succeeded, the library has attracted numerous powerful wizards throughout the years, many of whom were successful in recovering the information they sought, but who, by their secretive natures, did not advertise their attempts; a successful DC 25 Arcana or History Lore check is sufficient for a character to have read one or more sources from such a wizard, and to identify that the library has successfully been explored in the past. A DC 20 Religion check allows a character to recall that the Library of Thoth was part archive and part temple, that the challenges one faces within are tests of faith and worthiness, measured by the tenets of Thoth's faith, and that the site is holy to the ancient god of Knowledge. Succeeding on any of these Knowledge checks also reveals the fact that the library can only be opened at night under a full moon.

Outside The Library

The Library of Thoth is a moderately-sized pyramid of dark stone, perhaps 50 feet tall. It sits at the foot of a small valley, nestled at the base of a looming mountain that seems to brood over it, with rocky hills wrapped around it like a stony embrace. A single stone door, eight feet tall and half as wide, sits near one end of the side facing away from the mountain, a large engraving of an ibis bird carved into its surface, still visible through centuries of erosion.

The library has a single entrance, a stone door 2 feet thick, located near the left side of the face of the pyramid that looks away from the mountain. When the door is exposed to the light of a full moon, the image of a human handprint appears in the middle of the door, glowing with a faint, silvery light (the image can also be seen with see invisibility). A character who places his palm against this handprint and holds it there for a few moments causes the door to rumble to life, slowly sinking into the floor to allow entrance to the pyramid.

As the door opens, a desiccated corpse, which had been slumped against the inside of the door, falls out at the players' feet. The corpse is that of a middle-aged man, his clothing worn and threadbare, his flesh taut against his bones. He wears a rotting leather satchel, which contains *two potions of*

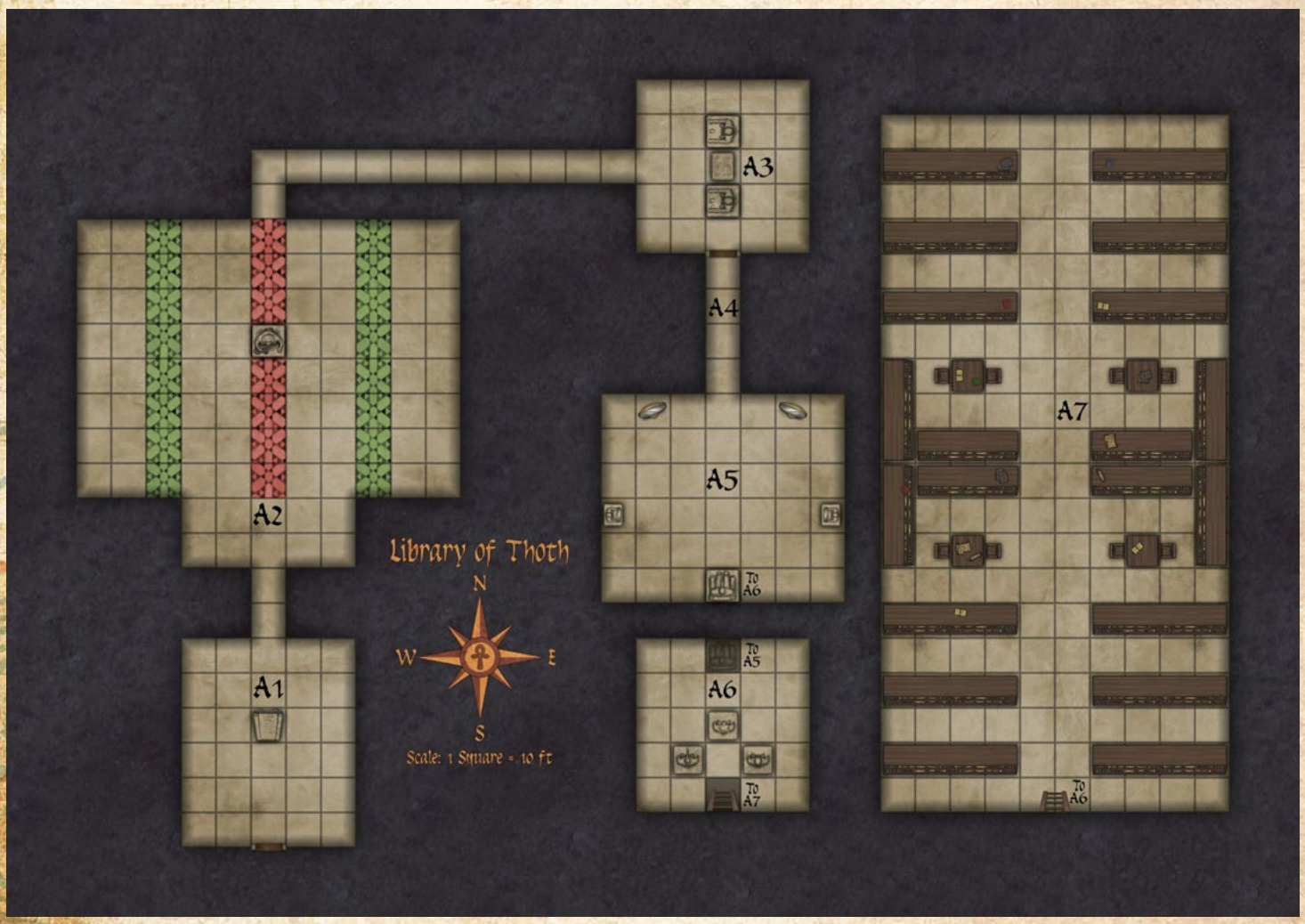
comprehend languages, one *potion of tongues*, and an *anarchic runestone*. A DC 15 Medicine check indicates that he did not die violently; rather, he was sealed inside the library decades ago during an expedition that went awry, and retreated back to the entrance chamber to wait for help after seeing his companion fall victim to the trap in area A2.

A1. The Entrance Chamber

The center of this room is dominated by a five-foot-tall tablet, which has been carved to resemble a scroll, which sits at a slight angle, resting on the backs of two carved stone ibis birds, and is covered in ancient hieroglyphics. The walls are lined with recesses in the walls that form simple shelves, on which rest row after row of gauze-wrapped shapes, about a foot tall. At the far end of the room is an open doorway leading deeper into the structure, with two massive ibises carved into the wall on either side.

This entrance chamber was created to remind all those who passed through of the glory of Thoth, and to discourage would-be thieves and others who do not belong with warnings about the tests that lie ahead. The writing on the stone tablet is ancient hieroglyphics, which will most likely need to be deciphered before it can be read (see the sidebar on this topic for more information). It contains a short prayer to Thoth as the giver of knowledge and the source of wisdom, and proclaims that this temple is a holy place, and warns that those who do not respect the library or its patron will suffer grievously for their insult. It also advises that once one begins down the path of the ibis, she can never return to before she first set out. Although not immediately obvious, this is a cryptic allusion to the fact that anyone setting foot in the hallway to the next room will cause the front entrance to shut, sealing the library. The gauze-wrapped figures on the shelves are, upon closer inspection, mummified ibis birds, and they number nearly 200 in all, lined quiet and still on the shelves.

The two large ibis hieroglyphics by the door leading deeper into the library are actually a single modified *glyph of warding* effect (caster level 12th). Instead of blasting intruders or replicating a harmful spell effect, anyone that steps past the images and into the hallway causes the door leading out of the library to rise back into its position, sealing anyone currently within inside. There is no silver palm-print on the inside of the tomb, and while the door might be opened with magic or a DC 40 Thievery check, most intruders must travel deeper into the library in order to escape, unless they have an ally outside who can open the door for them.



A2. Equilibrium Chamber (CR 8)

A number of hieroglyphics are carved on the walls of a small foyer in this chamber, which opens up into a wide and cavernous room after a few feet. A larger-than-life statue of a baboon-headed man, carved from sandstone, stands in the center of this bare room, one raised arm holding a pair of scales aloft from atop a pedestal. An open doorway stands at the opposite end of the room, and a row of red tiles runs across the floor from one end of the room to the other, underneath the statue. Two rows of green tiles flank the red one on either side.

This chamber served as a reminder of Thoth's role as a source of balance and equilibrium, and a reminder to those who would seek his blessings to pursue balance in all things.

The hieroglyphs in the entry foyer describe one particular aspect of Thoth, known as A'an, who is depicted as a man with a baboon's head, and is credited with weighing the hearts of the deceased to determine their value, and ultimate fate in the afterlife. A DC 30 Religion check allows a character to identify either the statues or the hieroglyphics as this particular aspect of the god Thoth and provides them with the same information. A DC 20 Perception check notes that while both the foyer and the larger chamber are covered in a thick layer of dust, the dust on the ground in the foyer is thicker. The floor of the main portion of the room is actually a clever trap.

Unbalanced Floor **HAZARD 6**

MECHANICAL TRAP

Stealth DC 25 (expert)

Description The plane of the floor shifts based on the location and weight of those who traverse it.

Disable Theivery DC 25 (trained) to counter weight or spike the rotating floor.

Rotating Floor [reaction] **Trigger** The floor in this chamber is actually a massive platform, which rotates along a massive stone axle that runs from the room's entrance to its exit. If a creature steps onto the platform, he can feel it shifting ominously beneath him, and unless he succeeds on a DC 20 Acrobatics check, the entire floor of the chamber tilts 90 degrees, depositing all creatures on it into a 30-foot deep spiked pit, below (15 falling damage, then possible damage from spikes). If the creature walks on the red tiles in the center of the platform, the DC of the Acrobatics check decreases to 15, although in order to reach the other side, the creature would need a successful DC 15 Athletics check in order to clamber over the statue, while still maintaining balance. Alternatively, if two creatures attempt to cross at the same time, and they are both on the green tiles, or further from the center, they need each succeed on only a DC 10 Acrobatics check. In all cases, attempting to move across the floor without disturbing its balance requires moving at half speed.

Melee 1d4 sharpened pit spikes +15, **Damage** 1d6+6 piercing

Reset If the plane s spike or the axle otherwise disabled, the trap cannot reset until manually repaired.

Creatures: A trio of scarab swarms lair within this chamber, one swarm in the pit beneath the trap and two more swarms resting dormant amidst the carved hieroglyphs along the walls, covered with dust and nearly indistinguishable from the surrounding stone (DC 20 Perception). The swarms are entitled to a Perception check each round the PCs end their turn within this chamber. If awakened, the swarms flow out to attack them, climbing or flying if necessary to reach their prey.

Deciphering Hieroglyphics

All of the writing in this adventure takes the form of ancient hieroglyphics written in a dead language (or at least, a language that has changed dramatically since the time that they were written). Anyone attempting to read these hieroglyphics must succeed on a DC 25 Occultism check in order to do so. Characters that can speak the modern version of the language gain a +5 bonus on this check. Alternatively, characters with the aid of magic such as comprehend languages can read the writing automatically.

Scarab Swarm **Creature 3**

Hp 35 (see page 9)

Treasure: The corpses of two previous victims lie at the bottom of the spiked pit, as well as numerous scattered bones. The more recent victim, the skeleton of an elven archaeologist who attempted to access the library 40 years ago, lies in one corner of the room, at the end of a short but messy trail of blood, her skeletal hands still clutching the spikes that impaled her. She has a broken suit of *+1 leather armor*, a pair of masterwork thieves' tools, and a pair of goggles of night. The other, much older corpse, likewise stripped of flesh, was once a priest of Thoth in the ancient days when this place was still an active site of worship. The corpse is dressed in rotted priestly robes and wears a golden holy symbol of Thoth worth 200 gp.

A3. Judgment Chamber (CR 7)

This room contains two statues, which stand on either end of a long, low, sandstone altar. Each of the statues stands with arms outstretched towards you, and a small stone tablet lies at each of their feet, covered in hieroglyphs. Atop the table are six beautiful figurines, made of gold and set with various gemstones, each in the shape of a cow.

This chamber served as a reminder of Thoth's role as a divine judge and an arbiter of disputes and tested the supplicant's ability to mete out the wisdom of Thoth.

The two statues and the figurines are stand-ins for a hypothetical dispute, which the hieroglyphics on the altar, and on the plaques in front of the two statues, explain in detail. The altar is bare except for the six figurines, which are arranged in a semi-circle around a section of the altar which has been engraved with hieroglyphs. The hieroglyphs begin with a prayer to Thoth as the giver of law and a mediator of disputes, and then proceed to explain to the reader that before them is a dispute between two farmers, over a flock of cows. It advises the reader to hear the testimony of each of the claimants, and then pass judgment with the wisdom of Thoth.

The left statue depicts a pathetic-looking cowherd, unclean and dressed in poor robes. The plaque at his feet reads as follows: *Please, I am but a humble cowherd, these cows, and the milk they make, are my only livelihood. I was overjoyed when the merchant offered to buy every drop of milk I had, and quickly agreed, for my family is poor, but I never imagined that he would count the milk still inside my cows! The price we agreed to could barely buy one cow, let alone this many. If he takes my cows from me, my family will starve.*

The right statue depicts a smug-looking merchant bald, with neatly trimmed eyebrows and goatee. The plaque at his feet reads as follows: *I offered to buy every drop of milk this cowherd owns and let him set his own price. The terms clearly include the milk that is within his cows, if he owns them, and it is not my fault that he did not consider this before agreeing. The bargain has been struck, and I demand that he lives up to his end of it.*

Development: If all six figurines are placed on the hands of the merchant statue, the door to area A4 opens. If this occurs, award the party experience as though they had defeated a level 7 encounter. If the figurines are distributed between the two statues, or if all of them are placed on the hands of the cowherd statue, a magic mouth appears on the altar and speaks in the ancient language of the hieroglyphs, chastising the listener for allowing his heart to guide his hand, and declaring that such misguided benevolence only breeds evil, before a single shadow demon is summoned, which attacks all creatures in the room. By contrast, if any of the figurines are removed from the altar and not placed on the hands of one of the statues within 1 minute, a similar magic mouth berates anyone present for their corruption and allowing their greed to undermine the rule of law, and then a single legion archon is summoned instead, but it also attacks all creatures in the room (regardless of alignment). If a creature is summoned in this way, the door to area A4 opens if that creature is slain.

Treasure: The figurines are worth 400 gp each and can be safely taken once the door to area A4 opens.

Archon, Legion **Creature 7**

hp 100 (*Pathfinder Bestiary [Second Edition]*)

A4. Hall of the Moon

This long hallway is heavily engraved on both walls, and along the ceiling. Amongst the hieroglyphics are many detailed depictions of the moon in various phases, often with rays of light shining down and illuminating various objects and figures.

The hieroglyphics in this chamber offer prayers to Thoth which focus on his association with the moon, both as an illuminating and guiding light in the darkness, and as a means to track the passage of time. The phrase "O, great Thoth, bearer of the moon's light, in which all things are revealed," is repeated several times throughout the passageway.

A5. Chamber of the Moon (CR 7)

In the center of the far wall is a massive, 25-foot-tall relief carving of a muscular man with the head of an ibis bird, seated on a giant throne, holding an ankh in one hand and an unfurled scroll in the other. A pair of large, circular mirrors mounted on metal frames, which stand a few feet to either side of the door, and point towards the statue, reflect beams of pale, silvery light which descend from small shafts in the ceiling above them.

This room tested a supplicant's problem-solving abilities and reminded supplicants of the importance of the knowledge and wisdom that Thoth provides. It contains several features that have been rendered invisible, and special, ancient magic that suffuses the room causes all moonlight within it to naturally reveal invisible creatures and objects that are exposed to it. If the moonlight directly touches even a small section of the creature or object, the entire creature or object is revealed. The shafts in

the ceiling that allow in the moonlight are only 1 foot square, making it difficult for even flying creatures to escape through them. During the day, or if it is cloudy or the moon is otherwise obscured, no moonlight enters through these holes, and the mirrors do not function.

The stands which hold the mirrors can be rotated, allowing them to reflect moonlight to other portions of the room. They reflect moonlight in a 30-foot line, and it is a move action to rotate which adjacent square the line begins on by one step. Alternatively, as a full-round action, a character can oscillate the mirror back and forth, illuminating everything in a 30-foot cone. In addition to the relief sculpture that is currently illuminated by the moonlight (which becomes invisible if the mirrors are turned, or the moonlight is obstructed), there are two other invisible reliefs, in the center of the East and West walls, each of which show a slightly smaller depiction of a standing Thoth holding a mirror. These mirrors are positioned to reflect moonlight pointed at the reliefs to mirrors mounted on the South wall of the chamber, 10 feet off the ground, which then further reflect the light to a spot on the Northern wall, just above the head of the massive relief of Thoth, where the wall meets the ceiling, revealing a trap-door and a few ladder-like handholds and footholds carved out of the wall, which are normally invisible. In order to progress, a supplicant had to find the hidden reliefs with the rotating mirrors, then climb the massive relief of Thoth (Climb DC 15, or 20 if the relief is currently invisible) to reach this trap door, which leads to area A6.

Creatures: The room contains one other invisible thing, an invisible stalker, a summoned guardian bound to protect this room against intruders. As with any other invisible things in the room, the invisible stalker becomes visible (as a silvery and featureless humanoid shape shrouded in mist) when touched by moonlight. As a result, it avoids passing through the beams of the mirrors if it can. Typically, the invisible stalker waits until a supplicant has begun to climb the relief of Thoth, then moves the mirrors to render the relief invisible, then flies up and attacks the climbers in the confusion, although if the PCs solve the puzzle through unexpected means, it adjusts its tactics accordingly.

Invisible Stalker **Creature 7**

hp 100 (*Pathfinder Bestiary [Second Edition]*)

A6. Ceremonial Chamber (CR 9)

Three stone statues, one with the head of a bird, one with the head of a baboon, and one with the head of a man, stand in a rough triangle around this room. At the far end of the room, a hole in the floor with rungs carved into it reveals a passage downward.

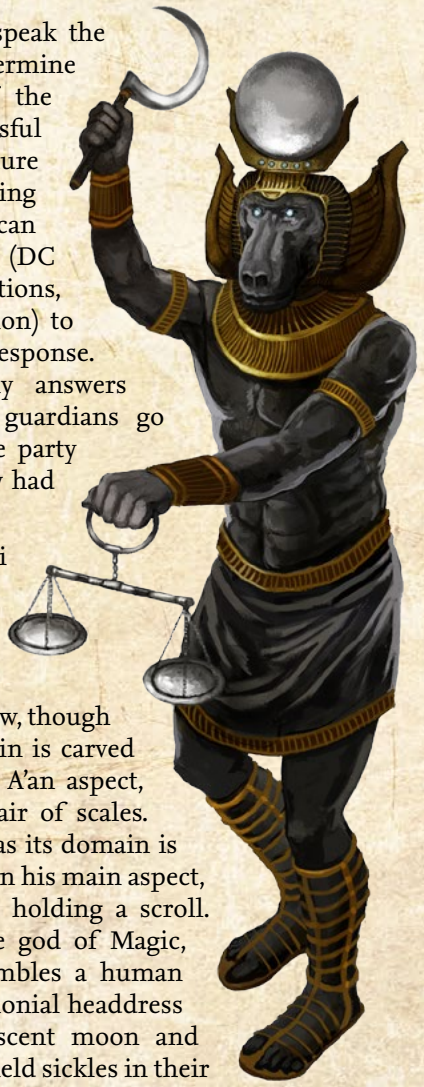
This chamber represents the final challenge to those who wish to access the library, as graven guardians that watch over this room ask a series of questions and await customary responses. Although it was originally more of a formality than an actual challenge, the obscurity into which the ancient religion—and language—have fallen have made the ritual exchange far more difficult. The vertical shaft at the other end of the room leads 120 feet straight down, far below ground level, to area A7.

Creatures: Three elite shabti warriors occupy this room. They stand dormant until a creature enters the room, at which point they all address the creature, speaking preprogrammed ritual phrases in unison. They ask a total of three questions, requiring a specific passphrase to be spoken in response to each question. If the guardians do not receive that answer after 30 seconds, they attack. Even if a creature answers the first two questions correctly, failing to answer the third ends in a fight. Making the ritual even more difficult, the constructs speak the same ancient language the hieroglyphics are written in and can only understand answers given in the same language. The questions they ask, and the answers, are as follows:

Where should we search in the dark of the night? / Cast your gaze to the moon's bright light.

What shields us from chaos's gaping maw? / Thoth's great gift, unwavering law.

What do you seek, and why have you come? / I search for knowledge, to increase my wisdom.



Creatures that do not speak the language can still determine the general meaning of the questions with a successful DC 25 Lore check. A creature that understands the meaning of one of the questions can make a Religion check (DC 25 for the first two questions, DC 30 for the last question) to recall the correct ritual response. If the party successfully answers all three questions, the guardians go still and silent. Award the party experience as though they had defeated them.

Each of the shabti warriors is associated with a different one of Thoth's domains. The one with Tyranny (representing the rule of law, though Thoth is just) as its domain is carved to resemble Thoth in his A'an aspect, as a baboon holding a pair of scales. The one with Knowledge as its domain is carved to resemble Thoth in his main aspect, with the head of an Ibis, holding a scroll. The one representing the god of Magic, once known as Iah, resembles a human man with an ornate ceremonial headdress topped with a large crescent moon and holds a mirror. All three wield sickles in their main hand. If a character openly displays the holy symbol of Thoth (such as the one found in area A2), the shabti cannot attack that character unless he attacks them first, but they can restrain him via grapple and prevent him from proceeding to the next chamber.

Elite Shabti Warrior (A'an) Creature 7

Uncommon N Large Construct

Perception +19, darkvision 60 feet, lifesense 30 feet

Languages any one ancient

Skills Athletics +19, Religion +16

Str +6, **Dex** +1, **Con** +4, **Int** -2, **Wis** +4, **Cha** +2

Defense

AC 27 (23 when broken), **TAC** 13; **Fort** +16, **Ref** +11, **Will** +17 (+4 vs. mental effects)

HP 112, Hardness 8; **Immunities** bleed, death effects, disease, doomed, drained, fatigue, healing, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** mental 20

Construct Armor Like normal objects a shabti warrior has Hardness. This Hardness reduces any damage it takes by an amount equal to its Hardness. Once a shabti warrior is reduced to half its hit points its construct armor breaks and its Armor Class is reduced to 22.

Offense

Speed 25 feet

Melee [one-action] stone fist +18 (magical, reach 10, sweep), **Damage** 2d10+8 plus grab

Divine Innate Spells DC 27, attack +17; **Domain Spells (Focus Pool 2)** Domain tyranny; *touch of obedience, commanding lash*

Retribution [reaction] **Trigger** An opponent within reach strikes an ally. **Effect** The shabti warrior attempts to Strike with its stone fist. If the Strike is a critical success the shabti warrior regains one focus point.

Elite Shabti Warrior (Thoth) Creature 7

Uncommon N Large Construct

Perception +19, darkvision 60 feet, lifesense 30 feet

Languages any one ancient

Skills Athletics +19, Religion +16

Str +6, **Dex** +1, **Con** +4, **Int** -2, **Wis** +4, **Cha** +2

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OFFENSE

Speed 25 feet

Melee [one-action] stone fist +18 (magical, reach 10, sweep), **Damage** 2d10+8 plus grab

Divine Innate Spells DC 27, attack +17; **Domain Spells (Focus Pool 2)** Domain knowledge; *scholarly recollection, know the enemy*

Retribution [reaction] **Trigger** An opponent within reach strikes an ally. **Effect** The shabti warrior attempts to Strike with its stone fist. If the Strike is a critical success the shabti warrior regains one focus point.

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Perception +19, darkvision 60 feet, lifesense 30 feet

Languages any one ancient

Skills Athletics +19, Religion +16

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Speed 25 feet

Melee [one-action] stone fist +18 (magical, reach 10, sweep), **Damage** 2d10+8 plus grab

Divine Innate Spells DC 27, attack +17; **Domain Spells (Focus Pool 2)** Domain magic; magic vessel, mystic beacon

Retribution [reaction] **Trigger** An opponent within reach strikes an ally. **Effect** The shabti warrior attempts to Strike with its stone fist. If the Strike is a critical success the shabti warrior regains one focus point.

A7. The Library of Thoth

This massive underground chamber contains row after row of bookshelves, each nearly forty feet high, and stretches off into the distance further than you can see. Each shelf is packed with scrolls, tablets, and even a few books. A few tables and chairs are interspersed between the shelves at various points, providing convenient places to read.

This large room was once claimed to be a repository of all knowledge, although with the fading of Thoth's following and the library being largely forgotten, its records are now far out of date, but nonetheless quite extensive. Anyone using the library to make an Arcana, Lore, nature, Occultism, or Religion check gains a +5 bonus on that check, in addition to the normal benefits of library use. Additionally, the library contains a large selection of spellbooks, and may also be the only place that certain information about the ancient time in which it operated can currently be found.

Creatures: The library is curated by a group of four axiomites (*Pathfinder Roleplaying Game: Bestiary 2*), one of whom is quick to approach anyone entering the area and congratulate them for making it there, and then ask if there is anything it can help with. The axiomites have watched over the library since its heyday and have no plans to stop doing so any time soon. If asked why they continue to serve here, with Thoth forgotten and irrelevant, they reply that with or without Thoth, there is much knowledge here that must be preserved, and they are happy to ensure that it is. If asked about the traps, or why they have allowed the library to fall into obscurity, they explain that its purpose is to gather and store knowledge, not to distribute it, and that while they welcome visitors who prove themselves worthy, they are not eager for crowds.

Axiomite (4) — Creature 8

hp 155 each (*Pathfinder Bestiary [Second Edition]*)

Hazard: Any creature touching one of the sacred writings in this room without first offering a prayer of thanksgiving to Thoth, or without the permission of the axiomites (see **Creatures**) triggers a trap. This trap can be triggered up to three times. You may choose specific locations for these traps, or they may appear anywhere in the room they are needed. PCs must intentionally touch the sacred writings to trigger a trap; being bull rushed or otherwise forced into contact with them does not trigger the trap.

Parchment Swarm Trap — Hazard 6

MAGICAL TRAP

Stealth DC 24 (expert)

Description A set of thin hieroglyphs becomes visible a fraction of a second before a scroll is touched without permission.

Disable Arcana DC 26 (expert) to translate the hierogyphs and temporarily disable the trap long enough to take one scroll.

Parchment Swarm [reaction] (divine, transmutation); **Trigger** A creature touches a scroll without a prayeer to Thoth or the axiomites' permission. **Effect** Hundreds of scrolls unroll and fly toward the triggering creature, cutting it with magically sharpened paper. The target takes 10d6 slashing damage, subtracting any item bonus to AC it has from the total. The creature can attempt a DC 24 Reflex save to reduce this damage by half. The scrolls (including the one the creature touched) instantly return to their original positions without being damaged or marked. If the creature critically fais on this saving throw, it takes an

additional 6d4+6 frce damage (as with a heightened *magic missile* spell).

Reset The trap resets automatically for each scroll in the library.

Development: The axiomites will not allow any of the books, scrolls, or tablets to be taken from the library, preventing this with violence, if necessary, but they are happy to provide pen and parchment so that visitors can transcribe any information they seek. When the party is ready to leave, the axiomites lead them to a lonely corner of the massive room, which contains a circular stone platform, and instruct them to stand on it. Once they do, the ceiling above the platform opens, and after a brief rain of sand, reveals the sky above as the platform begins to rise, depositing them, after a moment, atop one of the rocky hills near the outside of the library. The platform recedes and the ground closes beneath them once they step off of it, leaving little trace that anything was ever there.

If the party does decide to fight the axiomites, and manages to overcome them, the wealth in the library is substantial. In total, the ancient manuscripts can be sold for a total of 40,000 gold, and the spellbooks make up another 15,000 gp worth of treasure, including three scrolls of *magic missile* (caster level 9th) plus any other scrolls you wish to include. Of course, in addition to slaying the axiomites, the party would need to find their way out on their own, and then find a way to transport the entire massive library's worth of ancient and fragile texts through the harsh desert safely in order to capitalize on that wealth.

Concluding The Adventure

It is left to the GM to determine exactly what information the PCs are able to find in the Library of Thoth, but its records are quite extensive. Even if the PCs don't find exactly what it is that they're searching for, something in the library should be able to at least point them in the right direction. The axiomites spend a considerable deal of their time cataloguing and cross-referencing everything in the library, and so can be of incredible assistance in tracking down information: the party should be able to find whatever information they are looking for without needing to make rolls to do so.

Assuming that they don't attempt to kill the axiomites and cart off the library's entire contents for sale, the party may be able to return to the Library of Thoth at a future time in order to consult its contents about new issues that they were not aware of on their first visit. If so, the GM may decide to allow them to simply enter through the hidden exit that they left from, to save time, or, the party may go through the dungeon again, to find that it has changed in their absence, and quite possibly encountering powerful monsters, either left behind as guardians by the last person to brave the temple, or simply invading the library and claiming it as their own.

If the PCs spread the word of their adventure, and the fact that they have visited the Library of Thoth, they may also attract attention to themselves. A secret sect of Thoth worshippers known as the Brothers of the Book, which have dwindled over the past centuries, but still maintain a few members, consider among their divine mandates the protection of the knowledge stored in the library. If the organization becomes aware that the library has been breached, they may feel the need to test the party for their worthiness and ensure that they will not spread the secrets of how to bypass the place's traps. Should the party be found wanting, the Thoth cultists may feel the need to eliminate them, in order to protect the secrets of their temple.

Appendix 1

The following creatures are featured in *The Lost Library of Thoth.*

Scarab Swarm — Creature 3

N Large Animal

Perception +8

Skills Acrobatics +8, Athletics +10, Stealth +8

Str +3, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** -3

Defense

AC 18, **TAC** 15; **Fort** +11, **Ref** +8, **Will** +6

HP 35; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 2, piercing 5, slashing 5

Offense

Speed 25 feet, climb 25 feet

[[A]] **Swarming Bites** [one-action] Each enemy in the swarm's space takes 2d8 piercing damage (DC 20 basic Reflex save)

Infest A living creature that fails its save against the scarab swarm's swarming bites attack takes 1d8 persistent piercing damage as individual beetles

burrow into its body and continue to attack. They can make a new saving throw (at the same DC as the swarming bites saving throw) to remove or crush any beetles boring their way inside. A critical failure on this saving throw inflicts the same amount of damage.

Scarab beetles multiply in great numbers in ancient tombs and lost cities. In smaller numbers they are harmless and even celebrated in some cultures. But they become voracious and deadly once they consume the insects, rodents, and even dead flesh entombed with them. A swarm can cover a humanoid creature in minutes and strip its flesh away with shocking speed.

Shabti Warrior — Creature 6

Uncommon N Large Construct

Perception +17, lifesense 30 feet

Languages any one ancient

Skills Athletics +17, Religion +14

Str +6, **Dex** +1, **Con** +4, **Int** -2, **Wis** +4, **Cha** +2

Defense

AC 25 (21 when broken), **TAC** 11; **Fort** +14, **Ref** +9, **Will** +15 (+4 vs. mental effects)

HP 92, Hardness 8; **Immunities** bleed, death effects, disease, doomed, drained, fatigue, healing, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** mental 20

Construct Armor Like normal objects a shabti warrior has Hardness. This Hardness reduces any damage it takes by an amount equal to its Hardness. Once a shabti warrior is reduced to half its hit points its construct armor breaks and its Armor Class is reduced to 22.

Offense

Speed 25 feet

Melee [one-action] stone fist +16 (magical, reach 10, sweep), **Damage** 2d10+6 plus grab

Divine Innate Spells DC 25, attack +15; **Domain Spells (Focus Pool 2)** one 1st-level and one 4th-level spell of a chosen domain

Retribution [reaction] **Trigger** An opponent within reach strikes an ally. **Effect** The shabti warrior attempts to Strike with its stone fist. If the Strike is a critical success the shabti warrior regains one focus point.

Shabti are powerful constructs animated by a priest or other potent artificer. In many expansive desert empires shabti are entombed with a wealthy member of the nobility, intended to serve him or her in the afterlife. The constructs are dispassionate but behave as if they had the alignment of the entity they were made to serve.

Bridging the space between construct in this world and living creature in the next, shabti are always invested with a mote of divine power based on their god's interests or their role in the afterlife. Shabti always have a focus pool (limited to one for weak shabti, two for standard shabti, and three for elite shabti) and access to a single domain's spells. Most shabti cannot intentionally refocus their pool, but instead regain one use of focus each hour. Focus spells available to the shabti are automatically heightened based on its creature level. Shabti cannot cast focus spells of a level higher than half their own.

The most common shabti are constructed of wood and paint and resemble agricultural workers or wait staff. Those shabti are typically Small or Medium and have weak adjustments applied to their statistics block. Shabti created to honor the gods or serve deceased royalty are usually large and crafted from stone but decorated with bronze or gold. They frequently have a more menacing appearance and hold weapons.

Appendix 2: New Magic

The following magical spells are unique to the cult of Thoth and can be discovered among the scrolls and papyri in the library.

Hieroglyphic Barrier — Spell 5

Abjuration

Traditions divine, occult

Cast [two actions] (material, somatic, verbal; see text)

Range 30 feet

Duration concentration + 1 round/level

Saving Throw see text

You create a screen of glowing hieroglyphs and translucent pictograms in an Egyptian style in the form of a wall 10 feet high and up to 10 feet per level wide, or in a ring with a radius of up to 5 feet per three levels. The *hieroglyphic barrier* does not block line of sight but does provide concealment in both directions to creatures on the opposite side of the barrier. The glowing glyphs and images shed bright light within 10 feet and normal light 10 feet beyond this. In addition, the caster may designate one side of the wall to cause creatures coming or beginning their turn within 10 feet to become dazzled for 1d4 rounds (no save); those between 10 and 20 feet are dazzled for 1 round (Will negates).

In addition to the visual effects described above, any creature passing through a *hieroglyphic barrier* is affected as if the barrier were a *glyph of warding*. The caster must designate the type of glyph at the time of casting and it cannot be changed thereafter. If the caster chooses a damaging spell as the glyph's effect, the *hieroglyphic barrier* deals damage individually to each creature passing through it (each creature gains a simple Reflex save); it does not create a burst or other area effect.

If the caster chooses a nondamagin spell for the glyph, the casting time increases to 1 round and the spell to be imbued into the *hieroglyphic barrier* is also cast and expended (including any material components) as part of this casting. A creature that successfully saves against a spell glyph effect is thereafter immune to that spell glyph effect, even if it passes through the *hieroglyphic barrier* more than once.

Heightened (8th) As above, except that the caster may attach the heightened version of a spell to the glyph so long as the heightened version is level 7 or lower.

Moonlight SPELL 2

EVOCATION LIGHT

Traditions divine, occult, primal

Cast [two actions] material, somatic, verbal

Range 120 feet

Area 30-foot burst

Duration 1 hour

You create an immobile area of soft blue-gray light that washes out all color. This area is treated as normal light; however, creatures sensitive to bright light treat it as dim light for the purpose of light-based penalties. *Moonlight* created in an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. *Moonlight* counters or dispels any darkness spell of equal or lower level, such as darkness.

The caster can prepare a focus component for this spell by using a moonstone worth 50 sp and exposing it to the light of a full moon for a night. When cast using this focus component and holding the focus in hand, the caster can move the target point of the spell's area to any other point within its original range as a single action.

Heightened (+1) The radius of the *moonlight* increases by 20 feet.

Thoth's Crescent SPELL 2

TRANSMUTATION

Traditions arcane, divine, occult

Cast [one action] material, somatic, verbal

Range touch; **Target** 1 sickle or scythe

Duration 10 minutes

The target weapon gains a +1 item bonus on attack rolls and is treated as a silver weapon for the purpose of overcoming damage resistance. If the wielder is a divine spellcaster that worships Thoth, the weapon deals an additional die of damage and the wielder can use the sickle to make ranged attacks as if it had the returning weapon property.

A worshiper of Thoth with the divine font class feature can expend one of her additional spell slots from that ability to grant the weapon the axiomatic property for a number of rounds equal to her Charisma modifer. This property functions only when the weapon is wielded by a divine spellcaster who worships Thoth.

Heightened (5th) The weapon grants a +2 item bonus on attack rolls and deals two additional dice of damage.

Heightened (7th) The weapon grants a +3 item bonus on attack rolls and deals three additional dice of damage.

Threefold Moons of Thoth SPELL 5

EVOCATION LIGHT

Traditions arcane, divine, occult

Cast [three actions] somatic, verbal; Cost a single 10 gp pearl

Range 120 feet

Duration 8 hours or until discharged

Saving Throw none; **Spell Resistance** no

You create three glowing motes of light that whirl and spin around you, one resembling a full moon, one a half moon, and one a crescent moon, shedding light equivalent to a *moonlight* spell centered on and moving with the caster. As single action, the caster may send any or all of the moons to any points within range, causing their light to emanate from that point with a radius of 5 feet per caster level. If you move so that one or more moons would be outside the spell's range, those moons immediately return to your side. All magical darkness effects of 3rd level or lower are suppressed within the range of the moons' light without affecting their illumination.

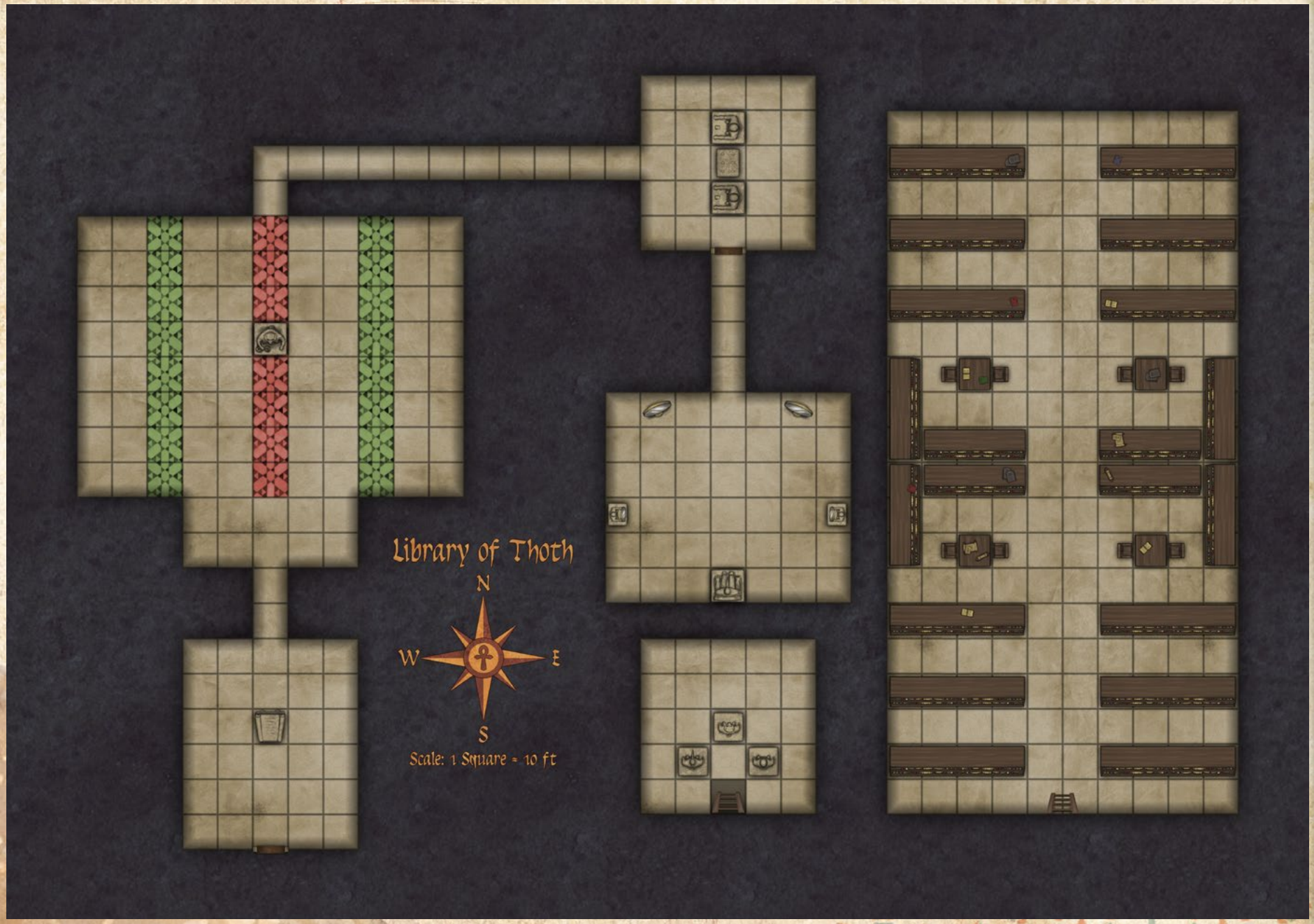
In addition to shedding light, the *threefold moons of Thoth* exert power over certain realms of magic, as follows:

Full Moon: Representing light and certainty, the full moon enhances spells with the lawful or light descriptor.

Half Moon: Representing balance and negotiation, the half moon enhances abjurations and language-dependent effects.

Crescent Moon: Representing knowledge and wisdom, the crescent moon enhances divinations; spells that increase Intelligence, Wisdom, and Charisma; and spells that create runes, symbols, and writings.

As long as a moon is adjacent to you, you gain a +1 circumstance bonus on Arcana, Occultism, or Religion checks and saving throws against spells using its types of magic. In addition, at any point during the spell's duration you can tap a moon when casting a spell of its type. This causes the spell to take effect as if your caster levelwere one higher and your proficiency (and therefore the saving throw DC) in casting the spell to increase by one level. After a moon is tapped it winks out and its effects are lost. If all three moon are tapped in this way, the spell ends.


Library of Thoth
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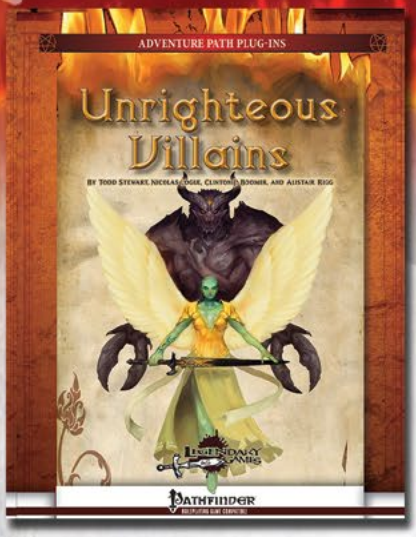

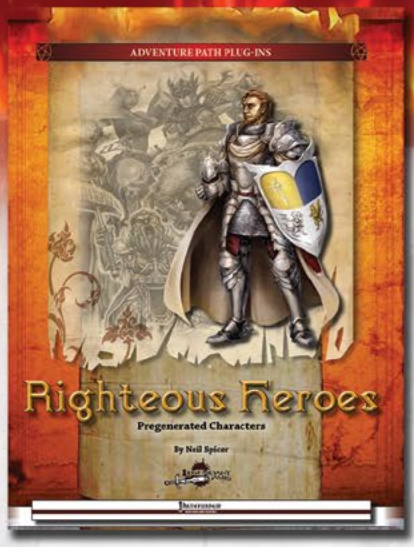

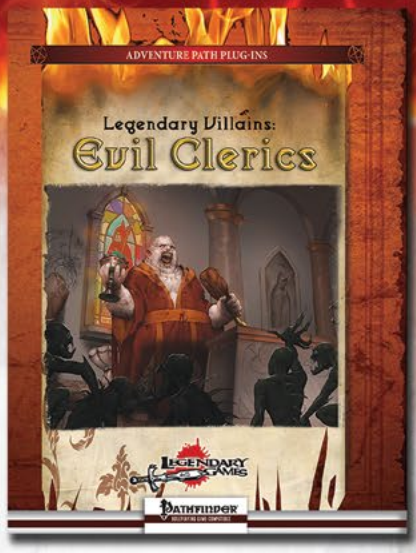

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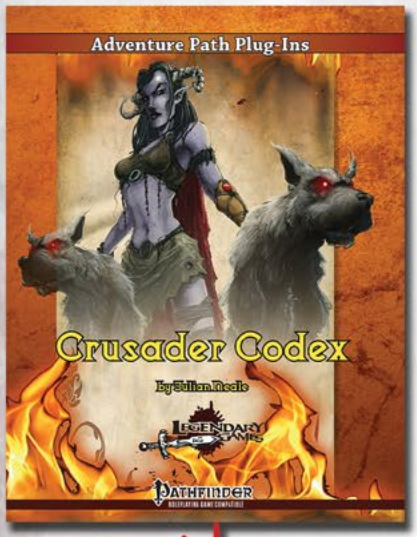

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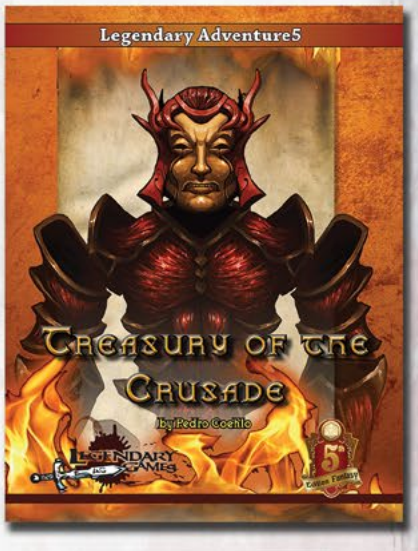

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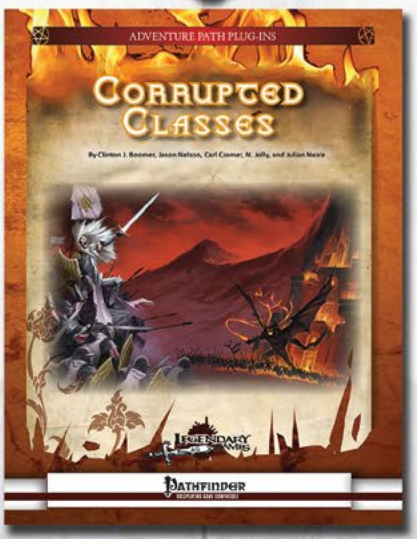

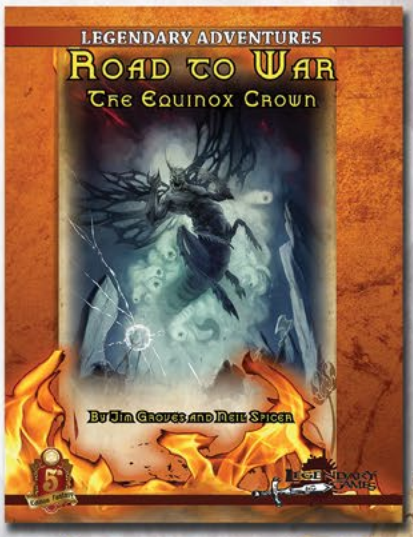

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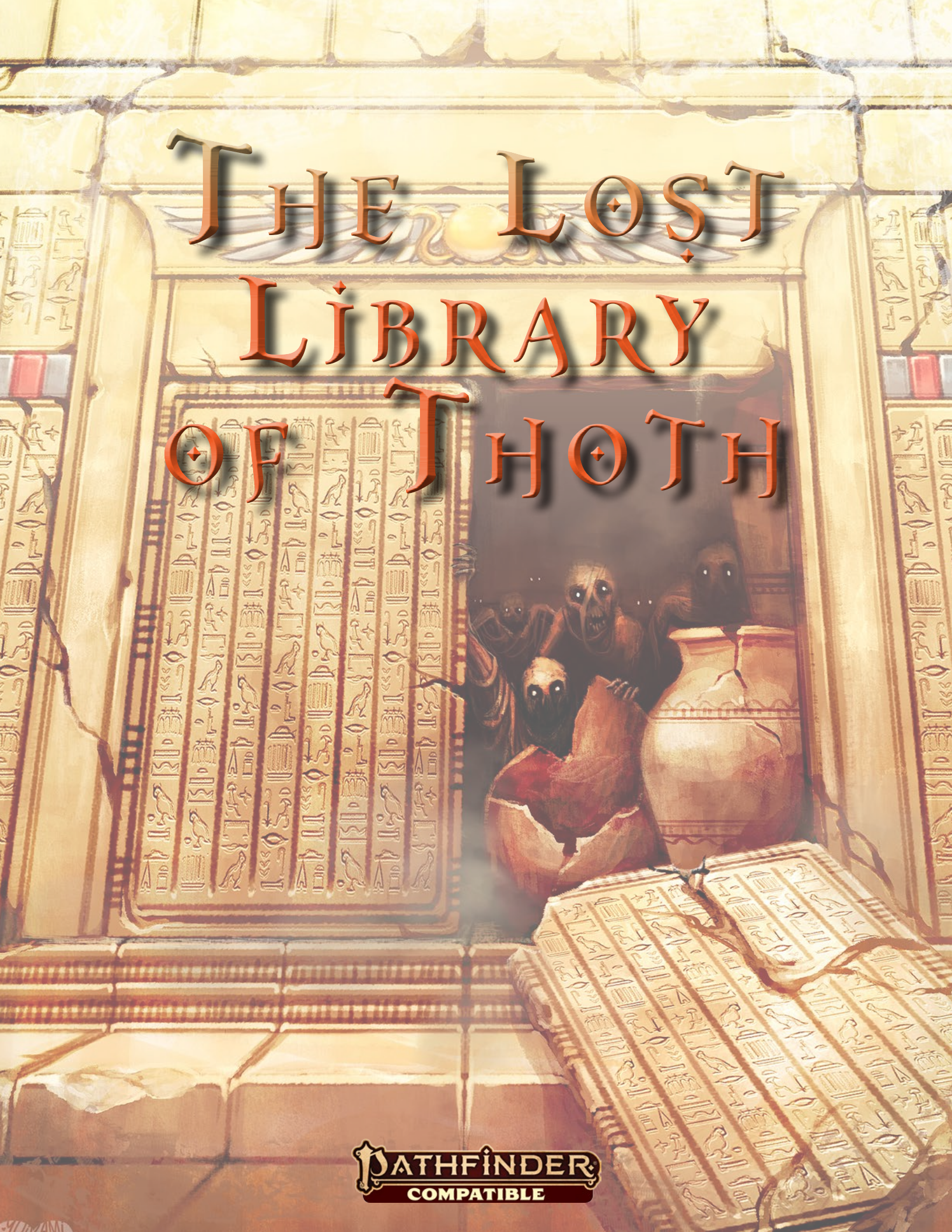

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