



LIBRARY OF THE LION

BY JOHN COMPTON AND KYLE ELLIOTT



LIBRARY OF THE LION

Pathfinder Society Scenario #5–11

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Pathfinder Society Scenario #5–11: Library of the Lion is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Bestiary 3*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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BY JOHN COMPTON AND KYLE ELLIOTT



Following the recent failure of the *wardstones* that encompass the Worldwound, demons invaded Mendev and assaulted Nerosyan. The Pathfinder Society, which had already sent a large contingent of agents north to make preparations to explore a lost dwarven Sky Citadel, has joined the crusaders of Mendev in an attempt to push back the demons and keep abyssal wasteland from spreading further into Avistan. Although the crusader nation appreciates and utilizes all able-bodied agents willing to fight, the Pathfinders' true talents—finding information and recovering artifacts—are potentially even more valuable to the war effort, particularly if they can discern a weakness in the enemy or uncover a holy relic that might turn the tide of battle.

Despite its resourcefulness, there are many repositories of knowledge to which the Pathfinder Society rarely (if ever) has access, including several rich archives in Taldor's capital city of Oppara. Pathfinders in Taldor are often considered upstarts with a tenuous grasp of the Inner Sea region's true history—a history heavily modified dozens of times by Taldor's competing factions, politicians, and propaganda artists over the centuries. As a result, several institutions, including the Kitharodian Academy, and rarely honor requests by Pathfinder agents to peruse the rarest books in their collections. The Kitharodian Academy in particular has good reason for this: the elite spy organization know as the Lion Blades maintain secret archives of unmodified histories, contentious first-person accounts of famous events, and espionage dossiers in dark corners of the academy's basements. They also often uses Kitharodian as a recruiting ground, and do not appreciate any "poaching" the Society may do to prospective recruits.

Venture-Captain Muesello recently received a letter from Princess Eutropia proposing a trade: she would arrange for them 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.

WHERE ON GOLARION?

Library of the Lion takes place in Oppara, the ornate capital city of Taldor, a former empire that has maintained the high culture of its imperial days despite its gradual decline in regional influence. The grand prince keeps control of his shrinking lands with the help of the Lion Blades, an elite and secretive organization of spies famed as masters of disguise. Oppara is well known for its cultural institutions such as its opera houses, lavish parties, and universities. For more information about Taldor, its people, and the Lion Blades, see *Pathfinder Player Companion: Taldor, Echoes of Glory*, *Pathfinder Campaign Setting: The Inner Sea World Guide*, and *Pathfinder Campaign Setting: Faction Guide*, available in bookstores and game stores everywhere, and online at paizo.com.



SUMMARY

The PCs begin in Oppara, where Venture-Captain Muesello and Lady Gloriana Morilla describe a unique opportunity: the Pathfinder Society may be able to sneak a few agents into a hidden library beneath the Kitharodian Academy to study priceless texts that they otherwise are denied access to. By infiltrating the library while much of the academy is watching an exceptional performance in

GM RESOURCES

Library of the Lion makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG GameMastery Guide* (GMG), and *Pathfinder RPG Bestiary 3* (B3). This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

the grand prince's honor, the PCs can break in without attracting much notice.

Once inside, the PCs only have 2 hours to explore the library, find what they need, take notes, and flee before anyone is the wiser. The library's age and strange organization slows the PCs progress, and they must also overcome traps, guardian creatures, and the library's caretaker—all while hiding evidence of their infiltration. If they make too much noise or fail to keep track of time, they run afoul of the Lion Blades, an organization of spies that secretly maintains the archive.

GETTING STARTED

Located in the Taldan Capitol city of Oppara, Venture-Captain Muesello's lodge hides behind the facade of a simple bait and tackle shop, which Muesello dutifully maintains to provide Pathfinders a local base of operations that doesn't invite much scrutiny. His pockmarked face breaks into a smile as bell on the door jingles, and he motions for everyone to gather in the building's back room before locking up the shop and propping a sign in the window that reads "Gone fishing." Lady Glorianna Morilla sits at a table by a small fireplace and Muesello introduces her with the full formalities as a guest of the Society. Read or paraphrase the following to get the adventure underway.

Venture-Captain Muesello quietly closes the door behind him before speaking. "The Pathfinder Society does not have a sterling reputation in Taldor, despite my and others' efforts to impress the local moves and shakers. As a result, the most prestigious universities and colleges often deny our agents access to the best libraries in Oppara, thinking we are meddling good-for-nothings. As one of the oldest intact civilizations

near the Inner Sea, these libraries no doubt house some very precious volumes. Recently we received a most wonderful opportunity—an invitation, really, from a very powerful patron," he adds as he withdraws a scroll tube with a broken wax seal from his apron.

"This patron will secure us a couple hours in the rare books collection at the Kitharodian Academy, during which we may peruse for whatever we wish so long as we also retrieve several documents of interest for our friend. That," he punctuates by tapping the scroll tube on the table, "is where things get interesting. Apparently there is an even more precious archive hidden beneath the academy's library, and our patron believes it to contain numerous original records and undoctored historical accounts otherwise unknown to the world! Our contact knows how to get into the archive and has shared the secret with us.

"Two hours is little time, so you must make the most of your time. I know it will be tempting to research other interests, but it would be selfish for the Society to think of itself when the Worldwound's borders threaten to envelop Mendev and beyond. I am sending you in with the express purpose of uncovering more information about the Shining Crusade, the sustained war against the Whispering Tyrant a millennium ago."

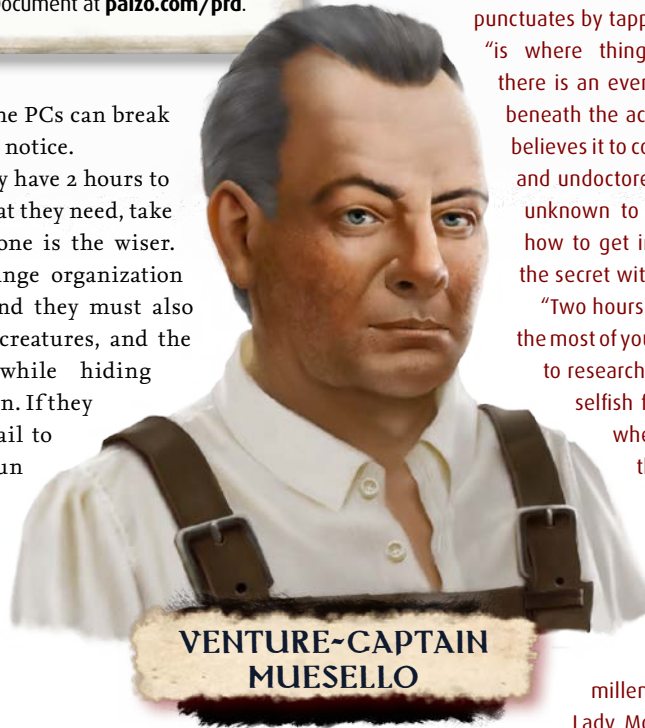
Lady Morilla snaps open a fan to fend off the room's growing warmth, adding,

"Historically, Taldor is the authority on massive military campaigns, but most texts have undergone extensive revision to serve some political agenda or another. Entering this hidden archive is an excellent opportunity to learn from the real mistakes of the past and apply those lessons to the Mendevian Crusade.

"Remember that you have permission to be in the academy's library, but not in this secret archive, so do everything you can to avoid being noticed while exploring. In fact, the fewer clues you leave of your passage, the better. Specifically do not steal or destroy any of the library's contents. A few slip-ups might alert the authorities that someone has been poking around, and too many will give them enough evidence to trace this act to us."

Muesello opens a drawer in the table and begins pulling out a couple small parcels wrapped in cloth. "Any questions?"

As Venture-Captain Muesello holds the scroll tube, it's possible to identify the broken seal as that of Princess Eutopia—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—with a successful DC 15 Perception check to notice the seal followed by a successful DC 15 Knowledge (nobility) to identify it. Muesello and Morilla answer the PCs' questions as best they can. Some common questions and answers are provided below, though Lady Morilla tries to avoid discussing or calling attention to Princess Eutropia's involvement in this mission.

What sorts of threats or defenses should we expect? Muesello answers. "If the archive is truly secret, then it's unlikely that you will encounter many people. I imagine there might be traps, so be careful and resourceful."

What do you recommend to avoid detection? Muesello lets Lady Morilla respond first. "Tomorrow evening, the Kitharodian Academy will host an extravagant orchestral performance in celebration of the Grand Prince's birthday. Such an event should last several hours, and if rumors are to be believed, the Kitharodian's finest intend to play a complex medley of Taldor's greatest songs. Several of these are rather dramatic at times, and the sound should drown out any noise you make. With any luck, the performance will also draw away most of the guards."

Muesello then slides the cloth-wrapped parcels toward the PCs. "This one," he says, tapping the first parcel, "contains a *deck of illusions* that I am in the process of modifying; instead of each card creating a random creature, each one creates a copy of one of you. The illusions won't interact with anyone, but they can pretend to be reading and deceive the casual observer. Each only lasts for two hours, though. Stick a card to the bottom of a chair to create the illusion, and don't forget to remove the card when you're done. The other package contains several potions in case of emergency."

Why are you sending us? Lady Morilla answers. "If something of note happens on Golarion, the Kitharodian scholars tend to hear about it. Muesello and I have selected you because the librarians are unlikely to recognize you and know you as Pathfinders."

What is the library's layout? Muesello responds. "The rare books collection are kept in several small study rooms attached to the main library. I know nothing of the archives below, but I imagine they are carved from the rocky hill that the academy is built on."

What if we are discovered? Muesello hesitates for a moment before answering. "I have little doubt that we're performing some small piece of a larger political plan, even if we benefit from the service. That said, I would hate to lose an entire team of promising Pathfinders. If you must, use this as a bargaining chip..." he says as he hands over the scroll case, "Nearly anyone you meet will look at you more favorably if you surrender it, but doing so would certainly risk our friend's cover. I'm giving it to you because I trust your discretion in the matter." Any PC who succeeds at a DC 20 Sense Motive check notes that Lady Morilla betrays a moment's discomfort at Muesello's notion of exchanging the scroll tube for freedom, but she quickly suppresses her dismay.

The scroll tube contains an unsigned letter that describes many of the mission's details from Princess Eutropia's perspective as well as a formal request signed by the Arch-Exarch Gregorius to admit the bearers to the Kitharodian Academy's rare books collection. The princess's letter also explains that the Pathfinders can find the hidden entrance to the archive by studying honor, courage, and glory. Muesello's second package contains a *potion of invisibility* and a *potion of pass without trace*. In Subtier 4–5, there is also a vial that contains a single dose of *dust of illusion*. The modified *deck of illusions* contains

one card for each PC and companion (such as animal companions). Muesello makes sure that the PCs receive the magic items, the letters, and several dozen sheets of paper with writing utensils before calling the meeting to an end.

If there are any Taldor Faction PCs, Lady Morilla requests they remain in her company after Venture-Captain Muesello dismisses the meeting. She speaks to them in private. "Most of Taldor's shortsighted nobles have not deigned to aid the Mendevian Crusade in any significant way, and as you may know, I am raising an independent army to march to the Worldwound and reignite the glory that Taldor once commanded. All goes well, but the demons act more quickly than we can recruit. We need something—some kind of holy relic or the like—that the noble and the brave can rally behind. This nation has led countless crusades, but the public records contain little reliable information. If you find



clues about such an object, record everything that you can about it so that we might use it for the good of Avistan.”

After the meeting, the PCs have approximately 1 day to purchase supplies, prepare spells, and get ready for their mission. During this time, Venture-Captain Muesello approaches any Grand Lodge faction PCs and gives them **Player Handout #1**, a small scrap of paper with an encoded message. He informs them that Ambrus Valsin contacted him with this message, which he said is written in a Taldan cipher that the Society is yet to crack. If the PCs find an notes about old codes that work for this message, they are to report back with their findings.

A Tight Schedule

Everything the PCs do in the library takes time, and it's crucial that you keep track of the number of minutes the PCs spend as they progress through the scenario. The amount of time it takes to research appears in the “Uncovering Clues” section that follows. Ignore incidental actions, but make an estimate of the time if the PCs take on any major action that isn't accounted for in this scenario.

Be sure to tell the PCs approximately how long their actions are taking so that they can keep track as well, should they wish to; the PCs might employ the hourglass in area **B3** to measure the time more accurately. The goal is to make the action in this scenario seem like a race against the clock. If the PCs haven't returned to area **A** within 2 hours, the librarian Tobias peeks into the room and requests that the visitors begin packing up to leave. He returns 2d4+3 minutes later to escort the PCs out, at which point he interacts with any remaining illusions, disbelieves them, and quickly leaves to alert his superiors. If the PCs fight Tobias, use the statistics for a shopkeep (*Pathfinder RPG GameMastery Guide* 284). He returns with some Lion Blades 3 minutes later—see Part Two for more details about this encounter. Even if the PCs subdue Tobias, his superior tries to find him 30 minutes after the end of the performance to confirm that everything is locked up properly. If the superior cannot find Tobias, he calls for help.

Uncovering Clues

As the PCs explore the Library of the Lion, they can perform skill checks to uncover, look through, and write notes about texts that fulfill their mission objectives. Some of these texts also contain clues, which grant a special advantage on other such skill checks. This scenario uses a small, special deck of cards to represent these texts.

In preparing the scenario, the cut out the 21 cards located at the end of the adventure. Eight of these cards—A Silver Horn, Cryptic References, Esoteric Alphabetization,

Grave Consequences, Generals' Logbooks, Encarthan Maps, Enemy Analysis, Lines of Succession—are specially labeled and can only be found in specific areas, so set these aside. Take the remaining 13 cards and shuffle them together to create a small deck of random texts. An area's Discovery entry notes how many texts there are for the PCs to find, including whether these are specific texts or random ones that you can draw from the deck to give to the players.

Searching a room for texts requires a successful skill check, and multiple PCs can search an area simultaneously. Each researching PC can attempt a Linguistics, Knowledge (history), or text-based Craft or Profession check (such as Profession [librarian] or Craft [bookbinding]) to find texts. A PC might use a different skill or ability albeit with a penalty ranging from –2 to –5 at your discretion. Several areas also identify additional skill check options that PCs may use without penalty. 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 your discretion. Except where noted, the skill check DC is 14 (DC 18 for Subtier 4–5).

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. 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.

Each area with texts is categorized as a small, medium, or large room, which take 30 minutes, 1 hour, or 2 hours respectively to search and copy down relevant information. Divide the time required to search the room between each actively researching PC (e.g. three PCs can search a medium room in 20 minutes). No more than four PCs can efficiently search a small room at the same time, and no more than five PCs can search a medium room at a time. Whether they succeed or fail at the check, PCs can continue spending time searching a room—they receive one additional text by spending half as much time continuing, which they can do while there are any texts left in the room.

Covering Tracks

It's important to both the Society and Princess Eutropia that the Pathfinders leave behind as few tracks and clues of their infiltration as possible, and significant precautions can grant the PCs Deception points that contribute to achieving the scenario's secondary success condition. Most encounter areas detail one or more ways

LIBRARY OF THE LION

for the PCs to lay a false trail or conceal signs of their passage to earn a Deception point. In addition, you may award up to three additional Deception points over the course of the scenario for particularly clever actions.

Keeping in Time

The Library of the Lion is located directly below part of the Kitharodian Academy. Particularly loud noises in area **B** can sometimes carry and be heard in the school above, and making lots of noise while infiltrating can spoil the PCs' cover. Each time a combat encounter begins, a PC uses a spell or item that creates a loud noise (such as *sound burst* or a thunderstone), or at your discretion someone in area **B** makes a lot of noise (such as by bashing down a door), reduce the amount of time that the PCs have before the library attendant checks in (and soon thereafter disbelieves the illusions) by 1d6 minutes. Each time this happens, allow the PCs to attempt a DC 5 Perception check—include any modifiers for distance—to hear the attendant requesting the visitors to keep their voices down. You may decide a combat made no significant noise if the PCs took special precautions keep from making noise.

Fortunately, the PCs' infiltration coincides with a passionate and energetic orchestral performance in honor of Grand Prince Stavian III, and the music echoes throughout the academy—even faintly audible while the PCs are in the secret library. This lengthy piece is a new composition, drawing from several pieces of music drawn from Taldor's vast history. Some of these songs are particularly thunderous. Three times during the scenario—at 15, 60, and 100 minutes into the performance—the orchestra plays very loudly, and the PCs can perform noisy actions without any negative repercussions. Each loud section lasts for 4d4 rounds before the music returns to normal.

Because this particular medley is new, a PC can only predict these booming musical sections a few minutes in advance. Several minutes before such a section occurs, each PC can attempt a DC 15 Knowledge (local) or Perform check, allowing him to predict the loud music 1 minute in advance; he gains 1 more minute of warning for every 5 points by which he exceeds the check.

Special Rewards

Because *Library of the Lion* encourages the Pathfinders to not take everything in sight, the rewards for this scenario are based more on what milestones the PCs reach and less on what they actually acquire or defeat. This represents gifts sent to the PCs by Princess Eutropia, a reward from the Pathfinder Society for extracting priceless information from a hitherto inaccessible location. Award the PCs the listed amount for each of the following

SCALING UNCOVERING CLUES

To accommodate a party of four PCs, treat all medium rooms as though they were small rooms when calculating how long it takes the PCs to search for clues.

BUT I'M A LION BLADE!

It's possible that a PC is already a member of the Lion Blades by having acquired the Lion Blade vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 23). Such a PC can identify area **B** as a Lion Blades facility soon after entering. In addition to the vanity's standard benefits, the PC also gains a +3 circumstance bonus on all checks made to uncover clues and texts as well as to notice traps and secret doors.

However, these benefits come with a great risk. If the Lion Blades identify the PC as having infiltrated the library—either by the PCs earning fewer than 11 Deception points or encountering the Lion Blades—that PC gains the Expelled by the Lion Blades boon on her Chronicle sheet.

accomplishments they achieve: fulfill the primary success condition for the scenario, keep Princess Eutropia's letter (the PCs must explore at least eight encounter areas to qualify), recover at least 10 clues or texts, recover at least 15 clues or texts, recover the *lion's shield* with the help of the Guardian (see area **B12**). A PC cannot earn more gold than is printed on the Chronicle sheet.

Subtier 1–2: Give each PC 128 gp per accomplishment.

Out of Subtier: Give each PC 300 gp per accomplishment.

Subtier 4–5: Give each PC 473 gp per accomplishment.

THE KITHARODIAN ACADEMY

Colloquially called “the Kith,” this bard college is the largest in the city, and ranks among the largest on Golarion. Although this grand academy allows all souls that wishes to enroll the chance to prove themselves, students must adhere to a code of education and rigorous self discipline. Each department advisor sets forth the graduation requirements for their students.

While the above is publicly known, the true secret of the academy is known to very few. Many of the faculty are members of the Lion Blades. The academy itself serves as a recruiting ground for the nation's clandestine spies, and those who leave the school for this purpose feign having washed out as performers so that they can better fade from the public eye. From there, these recruits continue their instruction in secret training facilities. In addition to its role as a hidden archive, the Library of the Lion serves as a Lion Blades training ground.

The Kitharodian Academy sits atop the northern cliffs of Oppara and has an impressive view of the Porthmos River valley. The school boasts architecture as lovely as its music, and elegant domes, towers, and columns adorn the principle music hall. On the night of the performance, mirror-focused lanterns and *dancing lights* illuminate the structure, making the academy a radiant beacon of Taldor's greatness.

PART ONE: ENTER THE LION

The PCs begin the scenario just outside the Kitharodian Academy, where crowds of commoners and nobility alike jostle to enter the music hall. The PCs have no difficulty pushing their way into the increasingly crowded building, but convincing an usher or other member of the Kitharodian staff to show the PCs to the library requires effort—even if the PCs show their letter from Arch-Exarch Gregorian. A PC who succeeds at a DC 20 Bluff, Diplomacy, or Intimidate check can convince an usher to step away for a few minutes to escort the PCs to the library. The PCs might also try to find the library on their own with a successful DC 20 Knowledge (local) check. Not succeeding at either check represents the PCs arriving at the library shortly after the musical performance begins, reducing the time they have to explore area **B** by 5 minutes before the library attendant sees through the ruse.

The library is nearly empty thanks to the imminent performance, but a young Taldan man named Tobias does greet the PCs, introduces himself as the librarian on duty, and asks the PCs how he can be of assistance. So long as the PCs show him the Arch-Exarch's letter, he quickly read over it before showing them to a restricted section of the library. He then informs the PCs that all visitors must leave the library once the performance concludes in about two hours.

Escorting larger animals into the Kitharodian Academy is uncommon but not strictly forbidden; however, the library has stricter rules to keep creatures from damaging the books. Tobias requests the PCs leave any Small or larger animals outside, but a PC can convince him to make an exception with a successful DC 20 Bluff or Diplomacy check. For each size category larger than Small that the animal is, increase this DC by 5. The animal's handler can lower the check's DC by demonstrating control of the creature; for each of the following tricks the animal performs, lower the DC by 5 (to a maximum DC of 10): come, down, heel, or stay. Tobias understands the concept of familiars and knows better than to insist on separating a familiar from its master.

A. THE RARE BOOKS COLLECTION

As Tobias escorts the PCs here, read or paraphrase the following.

A large table stands at the center of this large room, whose walls are lined with rows upon rows of inset shelves. A set of double doors is the only way into the room, and two stone statues depicting bearded scholars with open books are the only other decorations.

Tobias leaves and closes the doors behind him once the PCs are settled. Most of the books in this section are workbooks of famous composers, original copies of musical treatises, and withered manuscripts describing various operatic traditions from beyond the Taldan empire. Despite their academic value, the texts here are of little use in completing the Pathfinders' mission. The both of the statues hold blunt styluses—sometimes used to help read old, fragile texts—that point to their books, but only the western statue's book actually any words: a column of words that reads "Innovation, respect, knowledge, courage, integrity, honor, excellence, glory" in that order.

The PCs know to search for a secret door; with a successful DC 20 Perception check, a PC discovers that a section of the west wall is hinged to swing outward, and that the mechanism for opening it must be nearby. A second DC 20 Perception check reveals that the right arm of the western statue can be rotated up or down by several degrees, allowing one to shift the word that the statue's stylus points at. To open the secret door, one must shift the statue's arm so that its stylus points to the words honor, courage, and glory, in that order. The door has a latch on its interior that allows it to be opened and closed from the other side. The 15-foot passage beyond leads to a spiral staircase that leads down to area **B**.

Before descending, the PCs should use their *deck of illusions*, and they should be sure to close the secret door behind them. Tobias checks the room three times during the scenario: once after about 1 hour, once after the performance ends, and a third time to escort the PCs out. He only peeks in the first time, so he cannot see whether or not the secret door is open; he's just checking to see if the PCs are still there, and the illusions are enough to allay his concerns. The second time, Tobias step into the room, so if he finds it empty or the secret door open, he immediately seeks assistance; he doesn't wait for another 2d4+3 minutes. During the third visit, he disbelieves the illusions as noted in the "A Tight Schedule" section.

Deception Points: The PCs can earn up to four Deception points from this situation, each tied to keeping Tobias from alerting the guards. If Tobias never sees through the PCs' ruse and has no reason to call for help, award the PCs three Deception points; reduce this to one point if the PCs fail to recover and dispose of the cards from the *deck of illusions* before leaving the library. Also

A. Rare Books Collection

1 square = 5 feet

Pathfinder Map Pack: Town



award a Deception point if the PCs made an effort to hide their *wayfinders*, otherwise Tobias can later use to identify them as Pathfinders.

B. LIBRARY OF THE LION

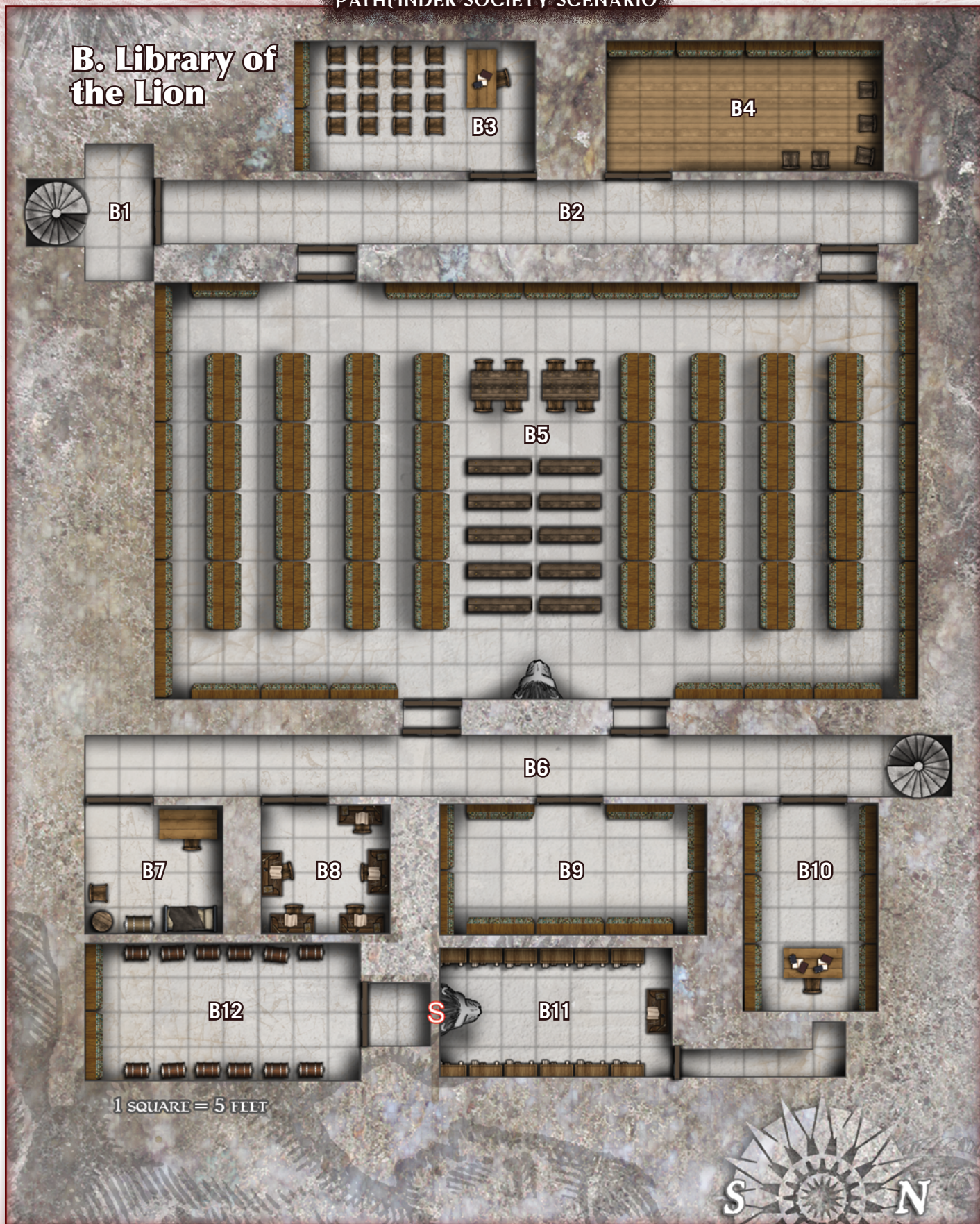
The Library of the Lion is carved from the same solid cliffs upon which the Kitharodian Academy was built. Except where noted, the walls are smoothed stone, and the floor is carved into intricate patterns that also provide better footing than a polished floor might. Most of the rooms have strong wooden doors and wall sconces that hold glass spheres enchanted with *continual flame*. There are several dozen narrow ducts that allow for ventilation,

but regular use of magic such as *prestidigitation* and *unguents of timelessness* helps to maintain the ideal climate for preserving the valuable texts.

Deception Points: Part of a novice Lion Blade's time is spent keeping all but the most restricted areas (areas **B10–B12**) immaculately clean, and even by walking about the PCs might scuff rugs, track in a little dirt, or otherwise leave enough evidence for an observant Lion Blade to notice that someone unauthorized has entered the area. So long as at least half of the PCs and companion creatures use magic, class abilities, or some other means to remove or avoid leaving tracks, award the PCs one Deception point.

PATHFINDER SOCIETY SCENARIO

B. Library of the Lion



B1. Antechamber

The spiral staircase here ascends 20 feet to the secret door in area A. The door to the east is unlocked, and the room is unlit.

B2. Stone Hallway

This long stone hallway stretches from north to south with several sets of doors along its east and west walls. The south wall bears a 10-foot-square field of carved divots that create no particular pattern. An inscription above the carving reads “The keenest eyes cannot see everything. Always remember to see the big picture.”

The carved floors here have seen consistent traffic over many years, and countless footsteps have worn a slight groove along the center of the hall. The carving along the wall is a cunningly carved autostereogram, a two-dimensional pattern of dots that can create a visual illusion of a three-dimensional image when viewed correctly—a process that is easier when the viewer loses focus rather than focuses too hard. Seeing the image requires a PC study the image and succeed at a DC 20 Perception check, which allows him to glimpse a message: “Our monarch’s virtues are our own.” This motto is also a hint for safely opening the secret door in area B11.

B3. Classroom

This well-lit room holds many chairs aligned towards two giant chalkboards that hang on the north wall. Along the opposite wall, several shelves hold books on sundry topics. Simple but colorful tapestries hang along the north wall, giving the room a bright appearance despite the lack of sunlight and the dour portrait of Grand Prince Stavian III affixed to the south wall.

Although a Lion Blade performs much of her training in the field, some lessons are better learned in a classroom like this one—such as hand signals, ciphers, and traditions. The shelved books cover a wide range of topics. A 15-minute hourglass sits atop the desk.

A brass plaque on the frame of the portrait reads, “To serve Taldor, I must first learn the history of Taldor.” This isn’t just a written command, but also one of four hints that can help the PCs bypass the encounter in area B11.

Discovery: This is a small room that contains two random clues.

B4. Recital Hall

This room’s well-worn wooden floor sets it apart from the others. The west wall is lined with shelves that support books, a variety of instruments, and dozens of rectangular baskets that contain

loose sheaves of paper. Several chairs are pushed against the wall, and a portrait of the Grand Prince hangs to east, surveying everything in the room with magisterial authority.

Even though many Lion Blades disappear from the performing world, performance plays a central role in their training. The vocal control involved in singing and the body language of acting contribute to better disguises, and the concentration and manual dexterity required to master an instrument translates well to countless other tasks.

The brass plaque on the frame of the portrait reads, “Persevere, persevere, persevere!” This inscription is one of four hints that can help the PCs bypass the encounter in area B11.

Discovery: Most of the texts in this room relate to music, yet there are still two noteworthy clues that the PCs can find in this room: the Esoteric Alphabetization clue and one random clue. Additionally, the PCs may use the Perform skill to find clues in this room.

B5. Main Library Chamber

Thousands of books line the dozens of shelves in this high-ceilinged library. Several tables and chairs near the center of the room provide a place to read quietly, and five rows of pew-like benches nearby face an immense lion’s head carved from the eastern wall.

This is the central archive for the Lion Blades, and they store thousands of dossiers, reports, codebooks, and histories here. Because this area is open to all Lion Blades (including the recently initiated who are yet to prove their loyalty in the field), this room houses few Taldan state secrets. However, it contains numerous secrets about other countries thanks to years of tireless espionage.

The most magnificent feature of this room is the ornately carved lion head, which behaves in many ways like an intelligent magic item (see sidebar on page 12). Calling itself the Guardian—it shares its real name, Glorymane, only with the few true friends it has had over the years—the carving has existed since the creation of this library, though its memory of its earliest millennia is rather hazy. In fact, despite its creation as an intelligent repository of history, the Guardian has developed a rather cavalier disregard for exact dates and other minutiae in favor of a big-picture perspective more befitting one of its age and wisdom. It enjoys using *silent image* to illustrate grand historical battles and events—though having only heard about these events second-hand, it has to fill in the minor details with its imagination. Despite its arrogant streak, the Guardian prefers to be seen as wisely paternal and even avuncular rather than antagonistic.

| THE LIBRARY'S LION |
|--|
| GLORYMANE |
| Aura moderate divination; CL 10th |
| Alignment neutral; Senses 60 ft. |
| Intelligence 13, Wisdom 14, Charisma 12; Ego 11 |
| Languages read languages, speech (Azlanti, Common) |
| DESCRIPTION |
| This massive carving behaves in many ways like a <i>lion's shield</i> , including the ability to attack adjacent creatures. It can cast <i>zone of truth</i> once per day and <i>silent image</i> three times per day. In addition, it has 5 ranks each in Knowledge (history) and Sense Motive. |
| CONSTRUCTION |
| Requirements Craft Magical Arms and Armor, <i>discern lies</i> , <i>silent image</i> , <i>summon nature's ally IV</i> |

Typically, it mentors Lion Blade initiates by imparting its knowledge and foisting its insights on those willing to listen. Its tone during these lessons isn't always appreciated, and personal and ideological clashes with the latest administrator of the library led to the human's ordering that no students or faculty speak of the outside world to the carved beast. He intends for this to remind the Guardian who really runs the library, a punishment that has left the Guardian bitter, patiently waiting for the administrator to pass away and be replaced by someone more reasonable. The Guardian has adopted another duty over the course of its tenure: keeping a running record of what books have been added to the library over the centuries. Even though its prideful, historical diatribes and the administrator's mandates have alienated many students, some still consult it when they need to find a particular tome or volume.

The Guardian remains still and quiet upon first noticing the PCs, and watches them intently. With a successful DC 15 Perception check, a PC might notice out of the corner of her eye that the lion has turned slightly to watch her, and it tries to snap back to its original position without being noticed. It gives up any efforts to be covert if the PCs speak to it or mock its attempts to disguise its animated nature. At first it challenges the PCs, calling on them to approach so that it might better study them. It then activates *zone of truth* and asks them if they are Lion Blades, taking an extended silence as a "no." It continues to probe the PCs with questions while the zone lasts, inquiring who they are, why they are here, and (fitting with its vanity) what they think of the animated wonder that is speaking to them.

The Guardian knows that new Lion Blade recruits show up with some regularity, so convincing it that the PCs are Lion Blades is fairly believable—especially if one

actually is a Lion Blade and says so in the *zone of truth*. It reasons that if the visitors are new recruits, then they might tell the Guardian something of the outside world before the administrator instructs them to do otherwise. On the other hand, the Guardian doesn't call the alarm if it believes that the intruders aren't Lion Blades—so long as the PCs demonstrate noble purpose and respect for history, then aiding them may allow it to participate in the world's events, even if indirectly. It only roars in alarm if the PCs attempt to damage it or speak to it in a particularly insulting way.

Not feeling threatened, the Guardian's starting attitude toward the PCs is indifferent. The PCs can improve its attitude to friendly or helpful with Diplomacy or Intimidate (DC 22, based on treating the statue's caster level as its hit dice). Grant the PCs a cumulative +1 bonus (maximum +5) for each substantial piece of news they relate about the outside world; a personal development is insufficient, but tales of the PCs adventures or regional politics are very appealing. The PCs can also lie, though if the Guardian catches a fabrication, he'll not trust any of the news they've provided (negating their bonus from other information).

The PCs can also force the Guardian act helpful for 1 hour by touching the carving and either succeeding at a DC 25 Use Magic Device check or succeeding at a DC 11 Will saving throw as if resist the item's ego in a personality conflict (*Pathfinder RPG Core Rulebook* 535); failing such a check causes the Guardian to bite the offending PC for the indignity, and its attitude worsens by one step.

If the Guardian is made friendly, it tells them about the blind caretaker (area B7) who lives beyond, warns them that the doors are locked, and says that the most carefully guarded books are kept beyond. It can also answer simple questions about where to find particular books in this room, granting the PCs a +2 circumstance bonus on their checks to find clues here. It doesn't volunteer that it possesses the key to open the eastern doors unless the PCs are struggling to find a way through, in which case it offers to loan them the key in exchange for them crafting a clever riddle whose answer is "a lion," "the Guardian," "Taldor," or something else that would appeal to its egotistical sensibilities. It declines any riddle that it judges to be overly simple. If the players have difficulty creating an appropriate riddle, the PCs can compose one with a successful DC 15 Intelligence check. On a failed check, the PCs create an acceptable riddle but spend 5 more minutes in doing so.

If the Guardian is made helpful, it provides the same information as if it were helpful, but it also volunteers the information about the key. In addition, it feels it can trust the PCs with a greater task—the Guardian longs for the day that it might travel beyond the library, and

it asks the PCs to find it a worthy receptacle to house its magical essence so that it might travel with them.

The eastern doors are kept locked by senior Lion Blades, which keeps most students from traipsing about the more closely guarded areas. Of course, as part of their training, the students are allowed to try to bypass the locked doors in any nonviolent way they can muster. The door's locks are well-made (Disable Device DC 30), and the doors themselves are thick and reinforced with strips of iron (hardness 5, 20 hit points, break DC 25).

Deception Points: One benefit of having a vigilant construct built into the wall is that the Lion Blades can easily ask whether or not any unauthorized persons have entered the area and what those people looked like. Befriending the Guardian means that the PCs have an ally who might feign ignorance of their trespassing. Award the PCs one Deception point if they made the Guardian friendly and two additional points if they improved its attitude to helpful.

Discovery: This is a large room that contains six random clues. Due to the wide variety of subjects represented in this library, a PC may use any Knowledge check without penalty to find clues in this area.

B6. The Second Stone Hallway

This long stone hallway terminates in an ascending spiral staircase to the north. Doors line the hall on the east and west.

The staircase leads up to a secret door and private study room similar to area A. The PCs can use this route to escape the library later in the scenario, though doing so risks losing many of the Deception points they could earn in area A. The door to areas B9 and B10 are locked with good locks; the caretaker in area B7 has the key.

B7. The Caretaker's Quarters

These small and simple quarters are sparsely decorated with only simple furniture and a stoic portrait of Grand Prince Stavian III.

This room serves as the living quarters for this secret library's caretaker. It's kept tidy, but there are still a few signs of daily wear and use such as a small tray bearing the remains of a meal on the desk. The few possessions here are of little value to the Pathfinders.

A brass plaque on the frame of the portrait reads, "In the end, loyalty is its own reward." This isn't just a written command, but also one of four hints that can help the PCs bypass that encounter in area B11.

Creature: The room's occupant is Iliyana Baslee, who has served as the caretaker of this library for the better part of a decade. She wears a cloth blindfold, which serves more to hide her damaged eyes than obscure her vision, for her vision is so murky that she is virtually blind. In addition, she has four keys that hang from her waist: one for the doors into areas B5, B9, and B10, respectively as well as one to unlock the bookcases in area B9. She spends much of her time keeping the facility clean,

repairing damaged texts, and using

her minor magical talents to regulate the temperature and humidity. She presents little threat to others; use the stats for a storyteller (*Pathfinder RPG Gamemastery Guide* 272) for her if needed, though she has neither weapons nor armor.

Years ago, the government of Taldor caught her husband Rinald delivering state secrets to a foreign agent, though that agent was actually a Lion Blade in disguise. Soldiers arrested both her and her husband, stripped them of their titles, and placed their son in custody of the state; although Rinald was clearly guilty, they couldn't prove Iliyana's involvement beyond that of a passive accomplice. She was presented with a choice: go into exile alone or work to further the glory of Taldor in reparation her husband's crime. Ultimately she chose the latter, even though it meant being in the custody of those who took her husband from her.

When the administrator learned that she had been carefully studying the secret books while repairing them, he ordered her be blinded—which they said they would cure once her service was complete. Since then, she has taken to conversation with the students and the Guardian.



She once hoped that her work would see her family restored and reunited, but years of thankless service have convinced her that the Lion Blades may never release her from service or restore her sight. Instead, she suspects that her role here is as much to remind students the price of disloyalty, as well as the lesson of keeping one's allies close but one's enemies closer.

Iliyana greets the PCs as though they were students, though she harbors suspicions about anyone being down here during a major musical performance. She questions them politely about who they are and why they're here, using this conversation to determine whether or not they are actually Lion Blades. As it is, she can identify nearly every regular visitor by voice and the sound of footsteps. She knows to provide unfamiliar visitors with only basic assistance, waiting to be introduced by the administrator before being of further help, so even if the PCs convince her that they are Lion Blades she only acts as a guide and explains the functions of each room.

If the PCs do not claim to be Lion Blades or fail to convince her of their false credentials, she asks them why she should not scream for the guards and her life. To her, the PCs represent either a chance to be redeemed in the eyes of her captors by betraying them or as a means of seeking revenge against the empire that she feels has turned its back on her and her family. She fears that any open rebellion on her part will result in difficulties both for her husband and for her son, so the PCs must take care to convince her that any help she provides is either in Taldor's best interest (if she believe they are Lion Blades) or will never be traced back to her. Her starting attitude is indifferent.

If the PCs improve her attitude to friendly, she willingly guides the PCs around the library. Convincing her to use her keys to open a locked door counts as a favor. Convincing her to lie about or otherwise hide that the PCs were ever in the library is another, dangerous favor. If the PCs improved her attitude to helpful, she unlocks the three areas for which she has keys, agrees to keep quiet about the PCs' ever having visited, and can assist the PCs when searching areas **B8**, **B9**, and **B10**; treat her as an additional researcher when calculating how long it takes to find and copy texts (see page 6). Iliyana is shocked by any use of the Intimidate skill, which works normally against her.



If Iliyana's attitude drops to unfriendly or hostile—such as from a failed Diplomacy check or after the effects of Intimidate wear off—she feigns meek obedience but waits for an opportunity to escape upstairs and alert the guards. If the PCs catch her before she can leave, she screams loudly for help.

Deception Points: Like Tobias and the Guardian, Iliyana can provide the Lion Blades with a description of the PCs after the performance. If the PCs convince Iliyana to keep their visit a secret (or if she believes that they were Lion Blades who never antagonized her), award the PCs two Deception points. If the PCs never interact with Iliyana, but she notices that they are in the library, award the PCs one Deception point. Otherwise, award no Deception points for this area.

B8. The Study Chamber

Five broad desks line the walls of this study room. Each work surface is covered with stacked volumes brimming with page markers as well as numerous open books.

This room is a quiet area to read and research without any risk of interruption by other Lion Blades.

Deception Points: Because each desk's contents represents the ongoing research of a dedicated agent, the PCs must take extra care to put everything back just as they found it. Each PC that searches this room for texts must attempt either a DC 13 Intelligence check or a DC 18 Perception check to place the books back just as they found them. If at least half of the participating PCs succeed, award the PCs one Deception point. If all of the participating PCs succeed, instead award them two Deception points.

Discovery: This is a small room that contains the Encarthan Maps text and one random clue.

B9. Ancient Books Room (CR 2 or CR 5)

Bookcases cover nearly every inch of the walls in this room, which is only faintly illuminated by small lights set into the ceiling. A glass-paned door seals each panel of shelves, keeping the ancient tomes stored within free of dust.

This darkened room contains many of the oldest, rarest books in the entire collection, and the dark conditions and sealed cases help to keep the paper in good condition.

LIBRARY OF THE LION

Each cabinet has a simple lock, but the glass-paned doors are easily broken (harness 1, 2 hit points, break DC 5).

Creatures: Although all of the shelves contain a multitude of old books, one case's contents are particularly special. Those books are in fact constructs created to guard this chamber against unwelcome visitors. Iliyana (area **B7**) knows only that she was instructed not to touch the books in the center shelf on the east wall, but that command dates back to when she could still read; she believes that the books there might be particularly special or noteworthy.

With a successful DC 20 Perception check, a PC can notice that loose pages in that case seem to flutter slightly, almost as though a draft were blowing over them. If they open that cabinet, the books animate and rush out as a swarm to attack as the PCs attempt skill checks to find texts.

Subtier 1–2 (CR 2)

| BOOK SWARM | CR 2 |
|---|------|
| N Tiny construct (swarm) | |
| Init +1; Senses darkvision 60 ft., low-light vision; Perception +0 | |
| DEFENSE | |
| AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size) | |
| hp 16 (3d10) | |
| Fort +1, Ref +2, Will +1 | |
| Defensive Abilities swarm traits; Immune construct traits | |
| Weaknesses vulnerable to fire | |
| OFFENSE | |
| Speed 15 ft., fly 30 ft. (poor) | |
| Melee swarm (1d6 plus bleed) | |
| Space 10 ft.; Reach 0 ft. | |
| Special Attacks bleed 1, distraction (DC 11) | |
| TACTICS | |
| During Combat The books attack any living creature in the area, and they chase enemies into area B6 and any immediately adjacent room. The books continue to patrol for another 30 minutes before re-shelving themselves. | |
| Morale The book swarm fights until destroyed. | |
| STATISTICS | |
| Str 3, Dex 12, Con —, Int —, Wis 11, Cha 1 | |
| Base Atk +3; CMB —; CMD — | |
| SQ swarm traits | |

Subtier 4–5 (CR 5)

| ANCIENT BOOK SWARM | CR 5 |
|--|------|
| N Tiny construct (swarm) | |
| Init +2; Senses darkvision 60 ft., low-light vision; Perception +0 | |
| DEFENSE | |
| AC 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size) | |
| hp 44 (8d10) | |

Fort +2, **Ref** +4, **Will** +2

Defensive Abilities swarm traits; **Immune** construct traits

Weaknesses vulnerable to fire

OFFENSE

Speed 15 ft., fly 30 ft. (poor)

Melee swarm (2d6 plus bleed)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (1d6), distraction (DC 14)

TACTICS

Use the book swarm tactics from Subtier 1–2.

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** —; **CMD** —

Deception Points: Defeating the book swarm likely leaves a considerable mess that the Lion Blades are sure to notice. If the PCs never encountered the book swarm, award them three Deception points. If the PCs used bludgeoning, force, or sonic damage to deal at least 50% of the total damage to the book swarms, award them one Deception point; that damage is less noticeable than other forms of attack. For every use of *make whole* or two uses of *mending* by the PCs to repair the damage, award them one Deception point, though they cannot gain more than three Deception points total in this area.

Discovery: This medium room contains the Generals' Logbooks text, A Silver Horn, and two random clues. The sheer amount of valuable information in this room is considerable, and not only can the PCs use Appraise to look for texts here, but all skill checks made to find information here receives a +2 circumstance bonus. One of the animated books contains one of these four clues determined at random (including the two set texts). If at least half of the damage dealt to the book swarm was acid, fire, or slashing and don't magically repair any of the damage, that clue is destroyed.

B10. The Administrator's Room (CR 3 or CR 6)

Two rows of tall bookshelves flank the imposing yet beautiful wooden desk that presides over this room. Over the door hangs a portrait of Grand Prince Stavian III, portrayed wearing an especially smug grin.

This room is the part-time office for the administrator of this facility, responsible for overseeing the maintenance of the collections and the training of the students. A brass plaque on the frame of the portrait reads, "A cunning lie is never told twice." This is not just a saying, but also one of four hints that can help the PCs bypass the encounter in area **B11**.

Though the room appears to have no other exits, behind the desk is a secret door leading to area **B11**. A

PATHFINDER SOCIETY SCENARIO

successful DC 20 Perception check uncovers both the secret door and the lever under the desk that opens.

Trap: Opening the secret door safely requires safely disarming a projectile trap, installed to dissuade curious students from going where they're not welcome.

Subtier 1–2 (CR 3)

| POISONED DART TRAP | CR 3 |
|--|------|
| Type mechanical; Perception DC 20; Disable Device DC 20 | |
| EFFECTS | |
| Trigger touch; Reset manual | |
| Effect atk +10 ranged (1d3 plus giant wasp venom) | |

Subtier 4–5 (CR 6)

| POISONED DART TRAP | CR 3 |
|--|------|
| Type mechanical; Perception DC 25; Disable Device DC 20 | |
| EFFECTS | |
| Trigger touch; Reset manual | |
| Effect 2 darts (atk +10 ranged [1d3 plus giant wasp venom]) | |

Treasure: The top drawer of the desk contains a *potion of gaseous form* and an *elixir of vision*.

Deception Points: If the PCs disable or bypass the trap, award them two Deception points. If the PCs refrain from taking either of the magic items in the desk, award them an additional Deception point.

Discovery: This small room contains one random Taldan Cipher and one random clue.

B11. The Vault of Knowledge (CR 3 or CR 6)

Cabinets with two tall drawers each line the east and west walls of this room. A relief carving of a lion's head dominates the south wall, hanging imperiously over a low stone step. Six freestanding statuettes of lions in various poses stand atop the furniture.

The filing cabinets in this room house dossiers on Lion Blade agents past and present. Examining the documents in their entirety would take weeks, but even a cursory search of the papers shows that Taldor's most infamous spies maintain a presence in nearly every nation of the Inner Sea region and in numerous nations that lie beyond. A PC with the Lion Blade prestige vanity can even find her own file here, including detailed notes about her accomplishments in the Pathfinder Society. The rest of the documents pertain to known artifacts, holy sites, and cursed properties.

The large lion carving is stylistically similar to the Guardian, but it conceals an unlocked secret door that a

PC can find with a successful DC 15 Perception check. The stone step below the door has four shallow, cylindrical recesses that are the same size as the base on each of the six freestanding statuettes scattered about the room. Finding the secret door also reveals that the step acts as a combination lock—though rather than locking the door, it seems ready to trigger some other device should someone open the door without disarming it.

Each miniature lion is portrayed in a different way to symbolize a particular virtue. One crouches as if preparing to ambush its prey. The second is roaring as it leaps at prey. The third wears a yoke that is chained to a large block that the lion strains to pull. The fourth wears a tiny pair of spectacles and reads from an ornate scroll. The fifth is draped in the flag of Taldor. The sixth sits erect and wears a crown. Respectively, they represent Cunning, Bravery, Perseverance, History, Loyalty, and Nobility.

Finding the secret door is not the true challenge here; rather, it's demonstrating knowledge of the Lion Blades' virtues to avoid calling extraplanar guardians that can appear in an instant to defend Taldor's secrets. These guardians appear when someone opens the door without first placing four of the size lion statuettes in the proper order: History, Cunning, Perseverance, and Loyalty. The PCs can learn the proper order by paying careful attention to the sayings that appear on the portraits of Grand Prince Stavian III through the library. A PC can instead attempt a DC 30 Disable Device check to disarm the device, but failing the check by 5 or more automatically summons the guardians.

Creatures: In Subtier 1–2, two Small ghostly lions (using the stats for a young foo dog) emerge from the Bravery and Nobility statues, solidify into statuesque beasts, and attack the PCs. In Subtier 4–5, a massive, statuesque lion also pushes open the secret door to attack.

Subtier 1–2 (CR 3)

| BRAVERY AND NOBILITY | CR 1 |
|---|------|
| Young foo dogs (<i>Pathfinder RPG Bestiary</i> 3 120, 291) | |
| hp 13 each | |
| TACTICS | |
| During Combat The two foo animals roar and attack the PCs. | |
| They do not pursue intruders beyond area B10 . | |
| Morale The foo animals fight to the death to defend the dangerous secrets stored beyond. | |

Subtier 4–5 (CR 6)

| BRAVERY AND NOBILITY | CR 2 |
|--|------|
| Foo dogs (<i>Pathfinder RPG Bestiary</i> 3 120) | |
| hp 17 each | |

TACTICS

During Combat The two foo animals appear near the middle of the room, where they roar and attack the PCs. They do not pursue intruders beyond area **B10**.

Morale The foo animals fight to the death to defend the dangerous secrets stored beyond.

PRIDE OF TALDOR

CR 4

Foo lion (*Pathfinder RPG Bestiary* 3 120)

hp 42

Discovery: This medium room contains one specific text: Cryptic References.

B12. The Hidden Vault

Chests of expert craftsmanship line the walls, and on the far side of the room stand two bookshelves burdened with yellow-paged tomes and sundry ancient trinkets. Banners and tapestries cover nearly every inch of the walls, each representing long-dead nations or depicting conflicts left not chronicled.

Taldor keeps some of its most dangerous texts here, including primary, unmodified accounts of events from millennia ago, original versions of laws since replaced, records of foreign policy debacles quickly silenced in the interest of decorum, and remarkably objective (and sometime empathetic) biographies of enemies of the state. Exploring this trove of historical wealth in detail goes beyond the scope of this scenario, but you might tantalize the PCs with titles of unpublished volumes and treatises that provide long-winded but potentially accurate explanations of Golarion lore.

Treasure: Much of the relics and historical artifacts here are valuable by nature of their origins and age, not their condition or material. As part of the time spent searching for texts, the PCs may run across a heavy bronze shield (Perception DC 20) decorated with a lion's head in the same style as the Guardian's. The shield has little intrinsic value, but might serve as a receptacle for the Guardian's essence. See "Development" below for more details.

Deception Points: The PCs are here for specific information, and attempting to smuggle out much more than that would almost certainly alert the Lion Blades and help them to track down the trespassers. Stealing anything beyond a few pages of notes, the lion-embossed shield, and the journal pertaining to the Chelixa faction mission causes the PCs to *lose* one awarded Deception point for *each* object they steal from here.

SCALING ENCOUNTER B11

Make the following changes to accommodate a party of four PCs.

Subtier 1–2: The foo dogs can only use their stony defense ability once per day, and they lose their damage reduction.

Subtier 4–5: Remove one foo dog from the encounter.

Discovery: This medium room contains two specific texts: Grave Consequences and Lines of Succession.

Development: If the PCs present the lion shield to a helpful Guardian, the animate statue praises their resourcefulness and observes that the shield seems to have once held an enchantment similar to the Guardian's own. If the PCs are willing to smuggle the shield out, the Guardian gingerly grasps the shield in its mouth and concentrates for a minute. As it does so, the shield's patina recedes leaving a bright and burnished surface. The inside of the shield also bears the inscription "Glorymane," and the Guardian jovially informs the PCs that that's its real name—one that it shares only with true friends. In addition, it informs the PCs that the shield now contains a spark of awareness and will happily assist



FOO LION

one of them so long as the cause is just or the potential glory great. The shield is an intelligent *lion's shield* (more details appear on the Chronicle sheet).

Faction Notes: Cheliah faction PCs are able to find a thin journal that explores the origins of Tar-Baphon, studies the circumstance of his lichdom, and analyzes what the author knew of his necromantic techniques from the perspective of a scholar searching for a weak spot in the Whispering Tyrant's defenses. Uncovering this text represents the PC's recording basic notes on the text, but the with a successful DC 15 Intelligence, Knowledge (arcana), Knowledge (religion), or Spellcraft check, the PC can determine that by carefully reading between the lines, one might be able to use the author's notes to recreate several of the Whispering Tyrant's techniques; these include novel ways to command undead, methods for empowering necromancy spells, and even a few details about how to become a lich. Succeeding at this check also imparts to the PC that recording a few notes isn't enough; the PC must smuggle the journal out of the library to deliver to Zarta Draldeen.

PART TWO: ESCAPING THE LIBRARY

If the PCs are to succeed at their mission, they must return to area **A** without Tobias seeing through their ruse and calling for help. Fortunately, once the PCs have the information they need, they can travel back to that room in a matter of minutes. It should be clear to the players that they don't have any allied NPC to keep track of the time for them, but they do have several means of knowing when their time is almost up. First, the players can keep track of estimated time spent in the library, which should provide them a sense of how much time has passed (within a 10% margin or so); this time-keeping is much more accurate if the PCs have been using the hourglass from area **B3**. The PCs can also judge when the performance is about to end with a successful DC 25 Perform check to determine that the music is building up to a final climax and is likely to end within 10 minutes. For every point by which they fail that check, give the players 1 minute less warning. Finally, the PCs have a chance of hearing Tobias as he knocks on the door of area **B** and tells the PCs to pack up and leave. Hearing him requires a DC 0 Perception check in area **B1** (modifying for distance and closed doors).

Remember that Tobias may try to make the PCs leave before the end of the performance if he hears loud noises, which reduces the time remaining by 1d6 minutes for each offense. Keep this amount secret. So long as the Tobias hasn't discovered the PCs' ruse and called for help, he escorts them out of the library, and the PCs safely can reunite with Venture-Captain Muesello.

BLOWN COVER

If Tobias calls for help, several young Lion Blades answer his call. Knowing that cries for help could panic the esteemed guests attending the performance, they keep quiet and attempt to resolve the matter without putting the entire Kitharodian Academy on alert. These Lion Blades open up the secret door, descend the stairs, and fan out to look for the intruders. They know that anyone breaking into the Library of the Lion could be part of a larger plot, so they favor surrounding the enemy, calling for them to surrender, and capturing at least one prisoner for interrogation.

Convincing the Lion Blades to let the PCs go is very difficult, given the circumstances; they treat most lies as far-fetched at best, and they're hostile to the PCs but willing to listen to a concise explanation for the intrusion. Improving their attitude to indifferent can secure the PCs' freedom. If the PCs hand over the scroll tube and Princess Eutropia's letter, the de facto leader quickly skims the letter, smiles to herself, and then bows to the PCs and offers to escort them out of the library unharmed. They do, however, check the PCs for stolen goods, taking away any stolen books and relics from area **B12** (including the *lion's shield*).

If the PCs surrender but don't volunteer Princess Eutropia's letter, the Lion Blades find it after a brief pat-down and allow the PCs to go. If the PCs destroyed, discarded, or took special precautions to hide the letter, the Lion Blades take the PCs into their custody and interrogate them over the course of several days. During this time, Venture-Captain Muesello contacts the Grand Lodge to request aid in securing the PCs' release, which the Pathfinder Society agrees to do for favored agents. If a PC spends 5 Prestige Points, the Society convinces the Lion Blades to release him little worse for wear. A PC who does not pay these Prestige Points receives no help from the Society and can expect to pass many years imprisoned; report this character as dead.

Subtier 1–2 (CR 4)

LION BLADE INITIATES (3)

CR 1

Human bard 2

N Medium humanoid (human)

Init +6; **Senses** Perception +4

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 shield)

hp 16 each (2d8+4)

Fort +1, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+2/18–20)

Ranged dagger +3 (1d4+2/19–20)

LIBRARY OF THE LION

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1)

Bard Spells Known (CL 2nd; concentration +4)

1st (3/day)—*comprehend languages*, *grease* (DC 13), *vanish*^{APG}

0 (at will)—*daze* (DC 12), *detect magic*, *ghost sound* (DC 12), *light*, *prestidigitation* (DC 12)

TACTICS

During Combat The Lion Blade initiates try to keep the PCs from fleeing by blocking escape routes, casting spells, and throwing tanglefoot bags as one initiate uses bardic performance to inspire courage. They deal nonlethal damage to heavily injured targets so as to capture prisoners for questioning. If the PCs defeat one or more Lion Blades, the remaining initiates switch to dealing only lethal damage.

Morale If reduced to 5 hp or less, an initiate drinks a *potion of cure light wounds*. They fight until defeated.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +1; **CMB** +3; **CMD** 15

Feats Improved Initiative, Skill Focus (Perform [act])

Skills Diplomacy +6, Intimidate +6, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nobility) +5, Perception +4, Perform (act) +10, Sense Motive +3, Sleight of Hand +6, Stealth +6

Languages Common

SQ bardic knowledge +1, versatile performance (acting)

Combat Gear *potion of cure light wounds*, tanglefoot bag;

Other Gear buckler, rapier, daggers (2), spell component pouch, 13 gp

Subtier 4–5 (CR 7)

LION BLADE AGENTS (3)

CR 4

Human bard 5

N Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 36 (5d8+10)

Fort +2, **Ref** +6, **Will** +3; +4 vs. bardic performance, language-dependent, and sonic;

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6+2/18–20)

Ranged dagger +5 (1d4+2/19–20)

Special Attacks bardic performance 15 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +2)

Bard Spells Known (CL 5th; concentration +8)

2nd (3/day)—*detect thoughts* (DC 15), *glitterdust* (DC 15), *mirror image*

1st (5/day)—*comprehend languages*, *disguise self*, *grease* (DC 14), *vanish*^{APG}

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *message*, *prestidigitation* (DC 13)

TACTICS

During Combat The Lion Blade initiates try to keep the PCs from fleeing by blocking escape routes, casting spells, and throwing tanglefoot bags as one initiate uses bardic performance to inspire courage. They deal nonlethal damage to heavily injured targets so as to capture prisoners for questioning. If the PCs defeat one or more Lion Blades, the remaining initiates switch to dealing only lethal damage.

Morale If reduced to 5 hp or less, an initiate drinks a *potion of cure light wounds*. They fight until defeated.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 18

Feats Alertness, Dodge, Improved Initiative, Skill Focus (Perform [act])

Skills Diplomacy +8, Intimidate +8, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility) +7, Perception +9, Perform (act) +14, Sense Motive +7, Sleight of Hand +9, Spellcraft +5, Stealth +9

Languages Common

SQ bardic knowledge +2, lore master 1/day, versatile performance (acting)

Combat Gear *potion of cure serious wounds*, tanglefoot bag;

Other Gear +1 *leather armor*, buckler, mwk rapier, dagger, spell component pouch, 53 gp

Development: If the PCs defeat the Lion Blades, they have 5 minutes in which to flee the library before twice as many Lion Blades show up as reinforcements. This pattern repeats each time the PCs defeat a wave of Lion Blades until they flee the premises or are defeated.

CONCLUSION

Venture-Captain Muesello excitedly welcomes the PCs back and inquires what they were able to learn. Any hitherto unknown facts about the Shining Crusade excite him to no end, and so long as the PCs escaped without anyone summoning the Lion Blades to investigate (or a similar incident), he heartily congratulates them on a job well done. If he learns that the PCs had to exchange Princess Eutropia's letter for their freedom, he looks ill for a moment and informs the PCs that this will likely result in trouble for her. Nonetheless, he assures them, he gave them the letter with instructions to use it as a bargaining chip, so he will take responsibility for the matter.

Muesello sends the PCs' discoveries about the Shining Crusade to the Grand Lodge, which studies them in detail, writes up a report, and sends it to Mendev in the

PATHFINDER SOCIETY SCENARIO

hope of providing the Mendevian Crusade an extra edge against the invasion that threatens all of Golarion.

Reporting Notes

If the PCs surrendered Princess Eutropia's letter to the Lion Blades, check box A on the reporting sheet. If the PCs earned 11 or more Deception points, check box B. If members of the Cheliox faction recovered and delivered the text Grave Consequences to Zarta Dralneen, check box C. If members of the Taldor faction successfully completed their faction mission, check box D.

Primary Success Condition

The PCs successfully complete their main mission so long as they recover at least two of the three Shining Crusade texts, recover the Lines of Succession text, and return them to Venture-Captain Muesello. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

The PCs successfully complete their secondary mission if they accomplish at least four of the following conditions: escape the library without alerting the Lion Blades, avoid combat with any Lion Blades, avoid giving away

Princess Eutropia's letter, recover all three of the Shining Crusade texts, accumulate at least 11 Deception points (accumulating 15 or more Deception points counts as two conditions). Completing this earns each PC 1 additional Prestige Point.

Faction Notes

Cheliox Faction: Cheliox faction PCs must recover the Study of the Whispering Tyrant in area B12 and deliver it to Zarta Dralneen. Doing so pleases her and earns the PC the Secrets of the Grave boon on her Chronicle sheet.

Grand Lodge Faction: Grand Lodge faction PCs must find the correct cipher to translate the encoded message that Venture-Captain Muesello gave them. If the faction PCs recover the cipher and translate the message, each earns the Codebreaker boon on his Chronicle sheet.

Taldor Faction: Taldor faction PCs must learn of the silver horn once used by Taldor's fifth Army of Exploration, uncover where its hidden, and determine that it might be returned to its full power by finding at least two of the following texts: A Silver Horn, Failed Prophecies, and Cryptic References. Doing so earns Taldor faction PCs the Bound for Brevoy boon on their Chronicle sheets.

PLAYER HANDOUT #1

K-Y-V-W-K-C-E-C-O-O-M-I-M-E-C-F-G-C-Q-F-C

CROSS REFERENCE

A book references another promising text. If only you could find where that other text is...

Clue: You may use this clue to gain a +3 bonus on a single skill check made to find texts.

HAND-WRITTEN NOTES

There are extensive notes scribbled in the margins of this book. These hand-written insights could be key to your next big discovery.

Clue: You may use this clue to gain a +3 bonus on a single skill check made to find texts.

PROLIFIC AUTHOR

It appears that a long-dead historian wrote more than a dozen books on the topics you're researching. Perhaps you can find other insightful books by this author.

Clue: You may use this clue to gain a +3 bonus on a single skill check made to find texts.

LIBRARY OF THE LION

BIBLIOGRAPHIC REFERENCES

Several relevant books have extensive indices and bibliographies that might point to even greater discoveries.

Clue: You may use this clue to gain a +5 bonus on a single skill check made to find texts.

HIDDEN GEM

Right next to one great discovery, you make another incredible find!

Clue: Use this clue when you or another PC discovers a clue or text to find one additional clue or text, if any remain in the room. (If attempting to use this in a room that doesn't have any more clues, it doesn't count; this clue can be used again.)

CARD CATALOGUE

This aging card catalog system notes where one might find various types of information. The reference is somewhat dated and inaccurate.

Clue: Use this clue to learn how many clues or texts remain in any two rooms.

AN EXCITING READ

You have found several particularly engaging texts, and you find it particularly easy to concentrate on the reading.

Clue: Use this clue before a PC rolls a skill check to find a clue or text. He rolls twice and takes the higher of the two rolls.

MAGICAL ASSISTANCE

Some of the bookshelves bear a minor enchantment that aids researchers, such as briefly granting the benefits of *read languages* or creating an *unseen servant* to aid in collecting documents.

Clue: After the PCs roll skill checks to find documents, any of them may reroll the check before learning the result.

RUINED BOOK

This book is a testament to why libraries should prohibit food and drink; someone spilled a beverage on it and sheepishly put it back on the shelf, where it has sat for several months at least.

ESOTERIC ALPHABETIZATION

This library uses a strange system for organizing its texts: it alphabetizes its texts based on the progression of major musical scales instead of using the Taldan alphabet.

Clue: You may use this clue to grant a +2 bonus on all checks made to find texts in a single room for the rest of the scenario.

Found in area **B4**

TALDAN CIPHER 1

This text describes a cipher in which one must read the message backward, reading only every third letter; all other letters are ignored. The example the book provides is "RMNEB SISWD IILPL OTRSES," which means "soldier."

TALDAN CIPHER 2

According to this text, one common cipher involves changing each consonant into the letter that comes three places after it in the alphabet and changing each vowel into the letter that comes two places before. For example, D would become G, U would become S, and Z would become C. (Since the vowels rotate backward and the consonants rotate forward, it's a particularly puzzling cipher to break).

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TALDAN CIPHER 3

This text contains an example of an encoded message that uses a common substitution cipher (in which each letter represents a different letter). It claims that “DQFIZ KPIED WZYWS QIVKO ZKXFW ZIMVT DQFXW CFPAF PDFZ VFTJF” translates to “The orcs of Tar-Baphon circle around the lake’s western edge.”

FAILED PROPHECIES

This text gives a detailed analysis of hundreds of proclaimed “ironclad” prophecies that have failed since the disappearance of Aroden. The author speculates that any prophecy made by Arodenites should be viewed with considerable skepticism.

A SILVER HORN

This text describes in detail an enchanted silver horn capable of granting courage in times of need, which Taldor used for the fifth Army of Exploration and much later during the Shining Crusade, when it was shattered into several pieces. A priest of Aroden prophesied that even if re-forged, the instrument would never sound again, and it was given a hero’s burial. The text mentioned nothing of the horn’s present location.

Found in area **B9**

CRYPTIC REFERENCES

This text is a mess of esoteric poetry and obscure riddles. One of these entries describes a silver horn once used by Taldor, which seems to be hidden somewhere in southern Brevoy. Spending considerably more time analyzing the poem may reveal additional hints about this horn and its location.

Found in area **B11**

GENERALS’ LOGBOOKS

These journals record the perspectives of Taldan generals that led various phases of the Shining Crusade. Collectively, they provide valuable insight into challenges the crusaders had to overcome.

Found in area **B9**

ENCARTHAN MAPS

These maps depict Lake Encarthan, the Isle of Terror, and the nations that surround it. Of particular interest are the hundreds of hand-drawn notes and lines showing troop movements, preserving the changing plans of the brilliant generals who orchestrated the Shining Crusade.

Found in area **B8**

ENEMY ANALYSIS

This tattered, leather-bound book describes the tactical considerations that the generals of the Shining Crusade had to consider when fighting supernatural foes. It includes many ways for the rank-and-file soldiers to mitigate the damage dealt by powerful spellcasters.

Found in area **B11**

GRAVE CONSEQUENCES

This is a thin journal that explores the origins of Tar-Baphon, studies the circumstance of his lichdom, and analyzes what the author knew of his necromantic techniques from the perspective of a scholar searching for a weak spot in the Whispering Tyrant’s defenses.

Found in area **B12**

LINES OF SUCCESSION

This long scroll details the rules of succession throughout the history of Taldor. It also highlights times when the nation chose an heir in a way that was an exception to the rules. This matches the description of what the Pathfinder Society is tasked to recover for Princess Eutropia.

Found in area **B12**

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Pathfinder Society Scenario #5-11: Library of the Lion

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| Event | | Date | |
| GM # | | GM Character # | |
| GM Name | | GM Prestige Earned | |
| <input type="checkbox"/> Andoran | <input type="checkbox"/> Cheliah | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Osirion |
| <input type="checkbox"/> Qadira | <input type="checkbox"/> Sczarni | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor |
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W&P 13



Pathfinder Society Scenario #5–11: Library of the Lion

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Bound for Brevoyn (Taldor Faction): The key to uniting an army lies in Brevoyn, and to prepare, you have begun training to deal with the locals. You gain a +2 bonus on Charisma-based skill checks made to influence residents of Brevoyn, and you reduce the non-proficient penalty for the Aldori dueling sword to –2.

Codebreaker (Grand Lodge Faction): Venture-Captain Ambrus Valsin was impressed by your clever work with ciphers and invited you to study codes in more detail for future missions. You gain a +2 bonus on Linguistics checks made to decipher a writing or understand a code, and you may use Linguistics in this way even if untrained.

Expelled by the Lion Blades: The Lion Blades learned that one of their own agents aided others in breaking into one of their secret libraries, and they have expelled you from the organization. You permanently lose the benefits of the Lion Blade vanity. Should you ever have 40 or more Fame, you may spend 4 Prestige Points to reconcile with the Lion Blades and regain the benefits of the vanity.

Secrets of the Grave (Chelax Faction): Zarta has studied the “Grave Revelations” text and excitedly shared several of her revelations with you. When you would fail a saving throws against a necromancy spell or the supernatural or spell-like ability of an undead creature, you may use this boon to retroactively add 2 to the result. If this would result in a success, you successfully save against the effect. Alternatively, you may use this boon when casting a necromancy spell to increase its caster level by 2. When you use either of these benefits, cross the entire boon off your Chronicle sheet.

All Subtiers

GLORYMANE

Aura moderate conjuration; **CL** 10th

Slot shield; **Price** 12,370 gp; **Weight** 15 lbs.

Alignment neutral; **Senses** 30 ft.

Intelligence 10, **Wisdom** 10, **Charisma** 13; **Ego** 4; **Language** empathy (Common)

DESCRIPTION

Glorymane is a bronze *lion's shield* specially enchanted by an entity known as the Guardian. The shield has an arrogant streak, despite its inability to express itself through anything but empathic signals, and it jealously urges its wielder to cast aside any other intelligent items. *Glorymane* has 5 ranks in Sense Motive and signals its wielder if it detects a lie.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *summon nature's ally IV*

deck of illusions (8,100 gp)

elixir of vision (250 gp)

Glorymane (12,370 gp)

lion's shield (9,170 gp)

potion of gaseous form (750 gp)

potion of invisibility (300 gp)

Subtier 4–5

dust of illusion (1,200 gp)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

1–2

255

510

SUBTIER ☐ Slow ☐ NormalOut of
subtier

600

1,200

SUBTIER ☐ Slow ☐ Normal

4–5

945

1,890

SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's
Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's
Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current
PrestigeFinal
Fame

Starting GP

+

GM's
Initials

GP Gained (GM ONLY)

+

GM's
Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total