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* Noise = -1d6 minutes

Deception Points		
<i>A. The Rare Books Collection</i>		
+3	Tobias has no reason to call for help.	
-2	Party fails to retrieve cards at end	
+1	Party made effort to hide wayfinders	
<i>B. Library of the Lion</i>		
+1	At least half the party reduces tracks in B1-B9	
<i>B5. Main Library Chamber</i>		
+1	PC's increased Glorymane to at least Friendly	
+2	PC's increased Glorymane to at least Helpful	
<i>B7. The Caretaker's Quarters</i>		
+2	PC's convinced Iliyana to not tell anyone	
+1	PC's did not interact with Iliyana, were noticed	
<i>B8. The Study Chamber</i>		
+1	At least half of the searching PC's pass checks	
+2	All of the searching PC's succeed on checks	
<i>B9. Ancient Books Room (Max +3)</i>		
+3	PC's did not encounter the Book Swarm	
+1	At least half damage is bludgeoning, force, sonic	
+1	Each Make Whole or two uses of Mending	x
<i>B10. The Administrator's Room</i>		
+2	PC's bypass or disable the trap	
+1	PC's refrain from taking contents of the desk	
<i>B12. The Hidden Vault</i>		
-1	Stealing anything NOT on the below list:	x
few pages of notes, Lion shield, Grave Consequences		
+1	BONUS POINTS FOR CLEVER THINGS	x
Total		

Research Time (DC 14/18)			
#	Small Room	Medium Room	Large Room
1	30 minutes	60 minutes	120 minutes
2	15 minutes	30 minutes	60 minutes
3	10 minutes	20 minutes	40 minutes
4	8 minutes	15 minutes	30 minutes
5	No help	12 minutes	24 minutes
6	No help	No help	20 minutes
7	No help	No help	18 minutes
+1 clue uncovered per ½ extra time spent			

Clue Locations		
<i>B3. The Classroom</i>		
	Random Clue	
<i>B4. Recital Hall (Perform)</i>		
	Esoteric Alphabetization	
	Random Clue	
<i>B5. Main Library (Knowledge All)</i>		
		Random
<i>B8. The Study Chamber</i>		
	Encarthan Maps	
	Random Clue	
<i>B9. Ancient Books Room</i>		
(Appraise. All skills +2. One random Clue is in the swarm and can be destroyed if ½ dmg is acid, fire, or slashing & not fixed)		
	Generals' Logbooks	
	A Silver Horn	
	Random Clue	
<i>B10. The Administrator's Room</i>		
	Random Taldan Cipher	
	Random Clue	
<i>B11. The Vault of Knowledge</i>		
	Cryptic References	
	Enemy Analysis	
<i>B12. The Hidden Vault</i>		
	Grave Consequences	
	Lines of Succession	

Lion Statuses	
Cunning	Crouching (2)
Bravery	Roaring
Perseverance	Pulling a stone block (3)
History	Glasses and a scroll (1)
Loyalty	Wearing Taldor flag (4)
Nobility	Sitting with a crown

Rewards		
	Primary Success Condition	
	Keep letter secret & > 8 rooms	
	Recover > 10 Clues	
	Recover > 15 Clues	
	Recover Lion's Shield	
1-2 (128g/)	OoT (300g/)	4-5 (473g/)
/510g	/1200g	/1890g