

6-97 Siege of Serpents

GM CHEAT SHEET

TIMELINE

7:00 PM – Part I – Convocation

Contests

- Roleplay/introductions/NPC Guide
- Designate a runner & check APL
- Overseer Intro (page 6: Overseer reads, not table GM)
- **Contests & Rumors***

7:25- 5 min
warning – contests
closing

7:30 PM – Part II – Serpents Strike

- Marcus's Speech (overseer GM)
- A1. Delegating Authority anywhere
- A2. Menagerie Run Amok anywhere
(skip if they visited menagerie games)
- B1. Monument Mayhem* South
- B2. Meyhem Managerie* South
- C1. Mosoleum NW
- C2. Starhall* NW
- D1. Quadrangle* NE

If all 3
campuses are
green, reduce
all HPs to 1

8:45 (or 2 yellow
zones) Tower
Breaks Free

9:05 10 min
warning

9:15 PM – Part III – Into Skyreach

- E1. Restricted Library*
- E2. Chamber of Sky*
- E3. Tapestry Chamber*

10:20 PM – Part IV – The Floating

Tower

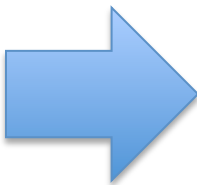
- F. Arliss Hall*
- G Floating Tower*

10:20 or majority
of tables finish III

10:45 "Tower
leans" text

11:15 PM OUTCOME – Final Speech

- Let Overseer know when you've completed final ACT!



Contest DCs

Tier	Skill check/ wild empathy	Ability Check
1-2	15	12
3-4	17	12
5-6	19	14
7-8	22	14
10-11	26	16

A1. Delegating Authority

Subtier 1-2:

Easy DC 12; Standard DC 16; Hard DC 20; Will +2

Subtier 3-4:

Easy DC 14; Standard DC 18; Hard DC 22; Will +5

Subtier 5-6:

Easy DC 16; Standard DC 20; Hard DC 24; Will +8

Subtier 7-8:

Easy DC 19; Standard DC 23; Hard DC 27; Will +10

Subtier 10-11

Easy DC 22; Standard DC 26; Hard DC 30; Will +13

THREAT LEVELS for AID TOKENS

RED

Pathfinder defenses are in disarray, and the invaders are at large.

When the PCs attempt to use an Aid Token, there is a **50% chance** that no Pathfinders are available to provide assistance. The Aid Token is not expended, but the PCs cannot try to use it again until the start of the next round.

YELLOW

Aspis forces and Pathfinder defenders are evenly matched.

Aid Tokens function **normally**.

GREEN

Attacks occur sporadically, but some foes remain.

Any variable effect granted by an Aid Token is **increased by 50%** (such as bonus damage dealt or healing received).

NO COLOR

Virtually all invaders have been eliminated.

VICTORY & PRESTIGE!!!

- Near Defeat = 1 pp
- Admirable = 1 pp
- Impressive = 2 pp
- Overwhelming = 2pp