**PFS 2-11 GM References**

**Event 1:** Trigger: Leaving 1st Room after A

**Briefing**

**Event 2:** Trigger: Exploring 2 Rooms after Event 1

**Event 3**: Trigger: Exploring 2 Rooms after Event 2  
**Event 4:** Trigger: Plan to leave (Likely A in A or C)

**Aslynn Strikes!**

**Location A: Safe Space (Free)**

**Cell (EXPLORE)**(Athletics/Thievery)

(Deception/Stealth)

**Seneschal’s Study (EXPLORE)**

(Society, Perception, Lore: Academia, Accounting, Library, Mercantile or Scribing)

**Vault (EXPLORE)**

(Deception/Diplomacy/Intimidation/Performance)

**Bell Tower (EXPLORE)**

(Athletics/Crafting/Thievery/

Lore: Engineering)

**Location B: Workshop (20 Minutes)**

**Oneirium (EXPLORE)**

(Perception/Stealth)

**Location C: Sky Dock (20 Minutes)**

**Lightning Tower (EXPLORE)**

(Nature/Survival)

**Transmog Modifications:**

**Start:** # of PCs (+2 if Electric Lab majority Failed to Save | -2 if Electric Lab minority Saved)

**Alynn Strikes:** +5 if PCs are defeated.

**Lightning Tower:** +3 if Key Recharged.

**C Sky Dock:** +2 if Deimostride Escapes | -2 if Deimostride killed

**Bell Tower**: -1 per Success | -2 per Critical Success

**Event 1:** -1 If anybody reassures her | +1 expresses fear | +2 if restraint is used | -2 if Bremix Rebuked

**Event 2:** -1/-2 on S/CS | +1 on CF | +2 if Nobody Tries | -2 if Bremix Rebuked | +2 if Encouraged

**Event 3:** -1 if healed | +1 if nobody tries | +2 on CF | -2 if Bremix Rebuked

**Key Charges:** **☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ Claw: ☐ ☐ ☐ ☐ Tower: ☐ ☐ ☐ | ☐ ☐ ☐**

**Transmog Points ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ |**

**Time (4hours/5minute boxes/1 hour lines)**

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