

#7-00 The Sky Key Solution - Overseer GM Reference Form page 1

7:00 pm - Part 1 (about 15 minutes)

Read: **Starting The Event** (page 6). As mustering begins, the Overseer GM, speaking as the Pathfinder Society's Master of Scrolls Kreighton Shaine, should read "Yes, Pathfinders. . . (see page 6).

7:15 pm - Part 2. (about 150 minutes)

Read: **The Grand Occasion** (page 7). Shortly after mustering is complete and the plaers have introduced themselves, Part 1 comes to an end. The Overseer GM, speaking as the Pathfinder Society's Master of Scrolls Kreighton Shaine, reads "Kreighton Shane, the Pathfinder Society's Master of Scrolls . . ." (page 7) to transition to part 2.

The responsibilities of the Overseer GM are tallying the number of successes reported and relaying information when a new area is accessible or controlled. Each time a table reports a success, the House earns 1 Victory Point, which contributes to the adventure's final outcome. Under certain conditions, a table may report 2 victory points.

GM								
Table #								
Tier								
# of Victory Points								

Total Victory Points Part 2: _____

At the Overseer GM's option, the adventure can transition to Part 3 early so long as the House has earned a number of Victory Points equal to at least seven times the number of tables.

Begin with the Zoological Gardens and the Temple Plaza as accessible; all other sections begin hidden. Areas become accessible or controlled at set intervals after Part 2 begins.

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7:45 pm (after 30 min) The Slave Pits become accessible and Zoological Gardens becomes controlled.

8:00 pm (after 45 min) The Temple Interior becomes accessible, and The Temple Plaza becomes controlled.

8:30 pm (after 75 min) The Slave Pits become controlled.

8:55 pm (after 100 min) The Ophidian Rectory becomes accessible and The Temple Interior becomes controlled

9:45 pm - Part 3 (about 120 minutes)

Regardless of how much of the serpentfolk complex the Pathfinders have explored up to this point, their explorations are brought to a sudden halt. The Overseer GM should read "A crack of thunder . . ." (see page 23).

After a 1-minute pause, the Overseer GM or whoever is portraying Lady Arodeth should read "Arrogant Pathfinder! Your ridiculous Society . . ." (see page 24).

Convention staff may wish to flicker the room lights at this point, as Harbingers of Fate begin casting lightning spells. At this point, table GMs should read "The robed heralds begin . . ."

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GM								
Table #								
Tier								
# of Anchor Successes (Victory Points)								
# of Discovery Successes								
# of Vault Successes								
Lady Arodeth								

Total Victory Points Part 3: _____

- **Anchor:** Once the House has reported a number of Anchor successes equal to three times the number of tables, the overseer should read “The green dome overhead . . .”(see page 26).
- **Discovery:** Once at least one of every four tables has reported a Discovery success, the Pathfinders have uncovered the Sky Key Vault and can now enter area G. The Overseer GM should read “Pathfinders have found . . . (see page 26).
- **Vault:** Once the House has reported a number of Vault successes equal to 0.8 times the number of tables, the Overseer GM should read “As Pathfinders defeat . . . “ (see page 26).
- **Ending Part 3:** Once the house has achieved a number of Vault successes equal to 1.25 times the number of tables or after 120 minutes, the adventure comes to an end. Begin the Conclusion (on page 39).

Calculating the Outcome

How well the Pathfinders do during this adventure depends both on how thoroughly the House researched Sessegishoss in Part 2, and how many resources they could co-opt or recruit from the Harbingers of Fate in Part 3, as measured in Victory Points accumulated throughout the scenario.

$$\begin{array}{r} \text{Total Victory Points Part 2: } \underline{\hspace{2cm}} \\ + \text{ Total Victory Points Part 3: } \underline{\hspace{2cm}} \\ \\ = \quad \text{Total Victory Points: } \underline{\hspace{2cm}} \end{array}$$

Task Successes	Expedition Result
Fewer than (5 x [# of tables])	Missed Opportunity
5 x [# of tables]	Admirable Expedition
7.5 x [# of tables]	Impressive Performance
10 x [# of tables]	Unrivaled Accomplishment

11:45 pm - Conclusion

When time runs out - or when the House accumulates enough Anchor and Vault successes to escape earlier - the Overseer GM should confirm that at least one success involved the death of or successful negotiation with Lady Arodeth. In the unlikely event that nobody successfully defeated the leader of the Harbingers, skip to the end of this section. Otherwise, the Overseer GM should read (see page 39).

11:55 pm - Final Closing

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for the support of the Pathfinder Society Roleplaying Guild Organized Play Campaign, and provide the GMs and players with instructions for submitting reporting sheets and exiting the event.