

Legacy of the Stonelords - Overseer GM Reference Form page 2

- Claimed (page 12): When table GMs report a number of successes in a district equal to the number of tables, the Pathfinders have explored enough of the district that it is now considered safe. When a district is claimed, all adjacent, undiscovered districts change their status to discovered.

8:25 (1:25) House Claims it first District

	D	C	Tier 1-2	Tier 3-4	Tier 5-6	Tier 7-8	Tier 10-11	Totals
# of Tables								
Miner's District								
Seer's District								
Monument District								

9:00 pm (2:00) House claims the Miner's or Seer's district

- Aid Tokens (page 12): When the house has recovered a number of supplies equal to the number of participating tables, distribute a number of Aid Tokens equal to one fifth the total number of tables. These tokens should be distributed at random to tables that do not already have aid tokens. The Overseer GM should also announce these developments to build the House's excitement.

AID TOKENS	Tier 1-2	Tier 3-4	Tier 5-6	Tier 7-8	Tier 10-11	Totals
# of Tables						
# of Supplies Found						

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Act 3 ends once the Monument District has been claimed. When this happens, the Overseer GM should read the transition text at the start of Act 4 (page 29).

9:40 pm (2:40) Begin Act 4

Read: **The Clockwork Portal** (page 29).

Each time a table successfully defeats its foes, the table must report its success. Once the House has accrued a number of successes equal to one and a half times the number of tables, the door crumbles, and any remaining constructs cease moving (page 30).

Clockwork Portal	Tier 1-2	Tier 3-4	Tier 5-6	Tier 7-8	Tier 10-11	Totals
# of Tables						
# of Successes						

Once the House has accrued a number of successes equal to the number of tables, the door crumbles, and any remaining constructs cease moving. The Overseer GM should read about the collapse of **The Clockwork Portal** and mark the Throne Room as discovered (page 31).

After 2-3 Minutes - enough time for tables to resolve any immediate healing needs - the Overseer GM should read: **The Host of Yealek-Vor** (page 31).

Each standard encounter completed counts as one success necessary to end Act 4. Each challenging encounter (either fighting Yealek-Vor himself or electing to fight creatures intended for the next highest subtier) counts as two successes.

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Yealek-Vor Battle	Tier 1-2	Tier 3-4	Tier 5-6	Tier 7-8	Tier 10-11	Totals
# of Tables						
# of Standard Successes						
# of Challenge Successes						

Once the PCs accrue a number of successes equal to half the number of tables, the Overseer GM calls out **“Code White,”** meaning the morale of Yealek-Vor’s forces has begun to falter.

Yealek-Vor Battle	Tier 1-2	Tier 3-4	Tier 5-6	Tier 7-8	Tier 10-11	Totals
# of Tables						
# of Time Altering Events						

Once the PCs initiate a number of time altering events equal to one tenth the number of tables (minimum 2), the GM calls out **“Code Gray”**. When this happens, Yealek-Vor calls to Shivaska for aid and causes the construct creatures under his command to become increasingly reckless.

This speeds up the progress of the battle; double the number of successes the House earns for the rest of the encounter. Finally, when the House has accrued a number of successes equal to the number of tables in the room, the Overseer GM calls out **“Code Black”** signaling an end of Act 4.

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10:40 pm (3:40) Begin Act 5

Read aloud: **The Return (page 34)**. Once the transition text ends, Table GMs should move right into the scene: Persuading a Monarch.

The Number of tasks the House completes determines the level of their success at the end of the adventure. Each task also has a condition for exceptional success that doubles its impact.

The Return	Tier 1-2	Tier 3-4	Tier 5-6	Tier 7-8	Tier 10-11	Totals
# of Tables						
# of Standard Successes						
# of Exceptional Successes						

Task Successes	Expedition Results
Fewer than 4x # of Tables	A Missed Opportunity
4 x # of Tables	Admirable Performance
7 x # of Tables	Impressive Performance
9 x # of Tables	Unrivaled Accomplishment

11:15 pm (4:15)

With 45 minutes remaining, read the text starting with **Visible Ripples . . .**

11:50 pm (4:50)

With 10 minutes remaining read the text starting with **The Walls, floor, and . . .**

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12:00 am (5:00) Finish Act 5. Begin the Conclusion

Calculate the outcome, get the House's attention, and narrate the conclusion on page 47.

- Thank the Table GMs for their hard work,
- Thank the players for their support of Pathfinder Society Organized Play.
- Provide GMs and Players with instructions for submitting reporting sheets and exiting the event.