

Part One: Mustering

Overseer sets up A/V equipment, directs players to tables.

Table GMs read Starting the Event text on page 6, then allow character introductions.

After introductions, read Part 1 text on page 6 and begin preparation skill challenges, allow purchases.

Overseer plays warning horn text, Table GMs ask their tables for quiet.

Overseer plays transition text to begin Part 2.

Part Two: Faction Missions

Tables complete the 7 missions and GMs raise paddles when complete to report successes.

Dark Archive = Purple

Grand Lodge = Green

Liberty's Edge = Blue

Scarab Sages = Orange

Silver Crusade = White

Sovereign Court = Red

The Exchange = Yellow

Once a mission is reported complete, it is closed and the faction reward is in effect.

NO MORE THAN 2 EFFECTS CAN BE USED IN A SINGLE ENCOUNTER

Conclusion is played once all missions are complete or time runs out.

Part Three: Battle Fronts

Overseer plays warning horn text.

Tables choose either Land or Sea front to encounter.

Table GMs report successes when commanders are defeated or successes are earned.

Undead Commander Defeated = Blue

Minotaur Commander Defeated = Red

Atalazorn Defeated = Yellow

Gate Success = White

General Defeated = Green

Overseer plays task completion notices.

Sunken Ships ends further Sea encounters and boosts PCs.

Broken Horns releases Atalazorn, allowing parties to engage the construct.

Siege Castle allows parties to move to siege castle exterior.

Open Gates allows parties to move to siege castle interior.

Part 3 ends ~40 minutes after Open Gates announcement. Consider moving the party inside even if the outside fight is not done.

Scenario wrapup and final overseer announcements.