

#8-99A Solstice Scar (5-hour)

Part 1

Overseer GM Flowchart

90 mins

Table GMs
Begin
pg 7
15 mins

Overseer GM
A Friend in Need
pg 8 (1.1)

Table GMs
Areas 1-A/B
pg 10-14
55 mins

Overseer GM
Failing Wards
pg 10 (1.5)
Table GMs: pg 9

Overseer plays her part when needed

Overseer GM
High Stress
pg 9-10 (1.2)
Table GMs: pg 16

Overseer GM
Subdued Defenses
pg 9-10 (1.3)
Table GMs: pg 16

Overseer GM
Peace in the Museum
pg 9-10 (1.4)
Table GMs: pg 16

Only one of these happens

Table GMs
Area 1-C
pg 14-18
20 mins

Overseer GM
Tragic Death
pg 10 (1.6)
Table GMs: pg 9

Overseer plays her part when needed

Overseer GM
Medda Alive
pg 18-19 (1.7a)

Overseer GM
Medda Dead
pg 18-19 (1.7b)

Only one of these happens

House
Brief Intermission
5 mins

#8-99A Solstice Scar (5-hour) Part 2

Overseer GM Flowchart 90 mins

Overseer GM
Ivvara's Path
pg 20 (2.1)

Table GMs
Securing Passage
pg 20-22
20 mins

Overseer GM
Conclude
Securing Passage
pg 21 (2.2)

Table GMs
Areas 2-D/E/F/G
pg 14-18
70 mins

Overseer GM
Scattered Leaders
pg 21 (2.3)
Table GMs: pg 20

} Overseer
plays her
part when
needed

Overseer GM
Devastated Army
pg 29-30 (2.4)
Table GMs: pg 31

Overseer GM
Bloodied Convoy
pg 29-30 (2.5)
Table GMs: pg 31

Overseer GM
Twinhorn
Champions
pg 29-30 (2.6)
Table GMs: pg 31

} Only one
of these
happens

House
Brief Intermission
5 mins

#8-99A Solstice Scar (5-hour) Part 3

Overseer GM Flowchart 90 mins

Overseer GM
Winter Solstice
pg 31 (3.1)

Table GMs
Areas 3-H then 3-I
pg 31-38
60 mins

Overseer GM
Twinhorn Allies
(Comrades)
pg 32 (3.6)
Table GMs: pg 31

Overseer plays her part when needed

Overseer GM
Deepening Shadows
pg 32 (3.2)
Table GMs: pg 38

Overseer GM
Uncertain Opportunity
pg 32 (3.3)
Table GMs: pg 38

Overseer GM
Bolstering Light
pg 32 (3.4)
Table GMs: pg 38

Only one of these happens

Table GMs
Areas 2-J
pg 38-40
30 mins

Overseer GM
Portal Closed
pg 32 (3.5)
Table GMs: pg 31

Overseer plays her part when needed

Overseer GM
Voice of the Shadow
pg 40-41 (3.7)