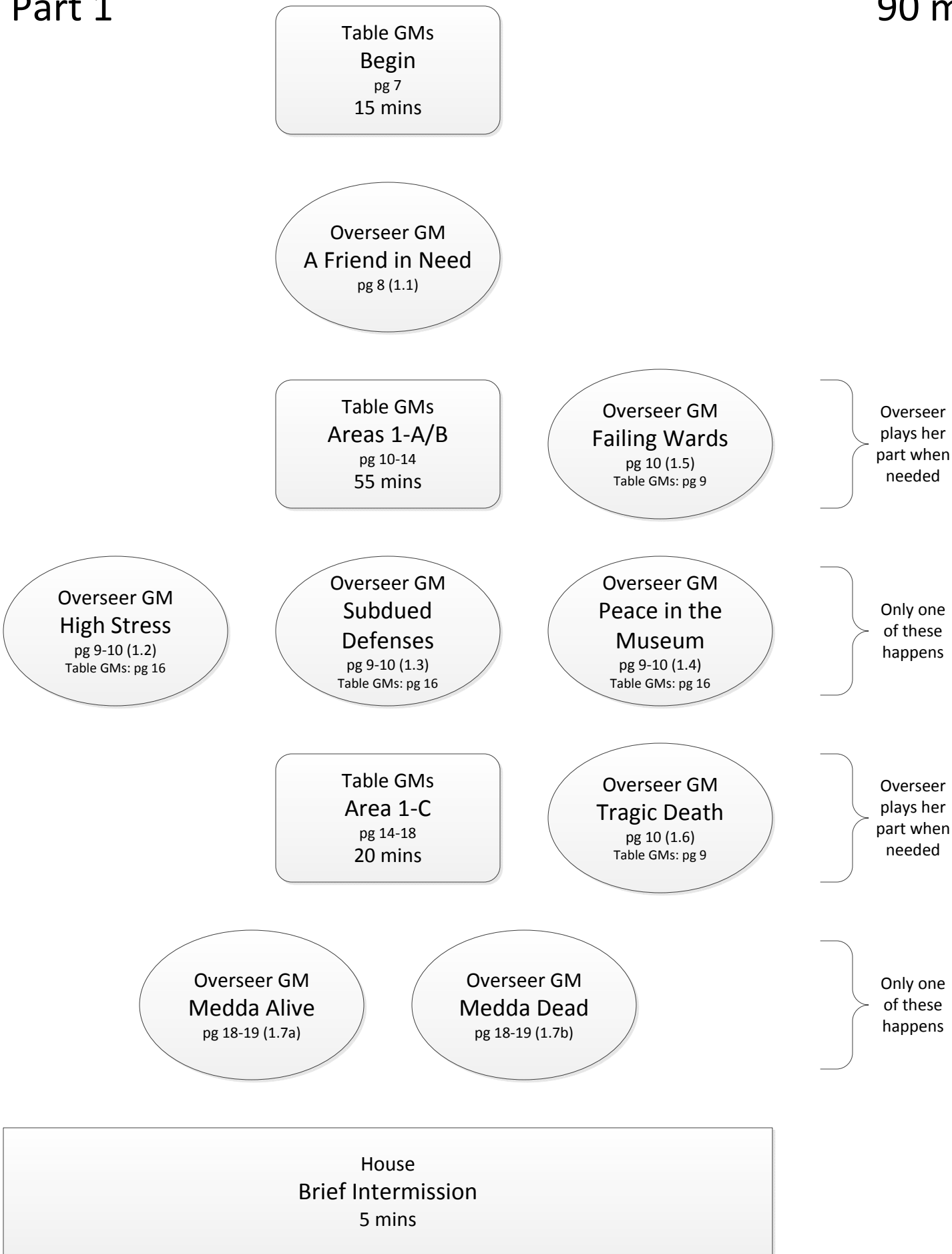


#8-99B Solstice Scar (5-hour)

Part 1

Overseer GM Flowchart

90 mins



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

Overseer GM Flowchart 90 mins

Overseer GM
Winter Solstice
pg 20 (3.1)

Table GMs
Area 3-H, then 1 of
3-I talk, 3-I fight, 3-J
pg 21-29
80 mins

Overseer GM
Twinhorn Allies
(Comrades)
pg 21 (3.6)
Table GMs: pg 20

Overseer plays her part when needed

Overseer GM
Deepening
Shadows
pg 21 (3.2)
Table GMs: pg 20

Overseer GM
Uncertain
Opportunity
pg 21 (3.3)
Table GMs: pg 20

Overseer GM
Bolstering Light
pg 21 (3.4)
Table GMs: pg 20

Only one of these happens

Overseer GM
Portal Closed
pg 21 (3.5)
Table GMs: pg 20

Overseer plays her part when needed

Overseer GM
Conclusion
pg 30 (N/A)

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

Part 4

Overseer GM Flowchart

90 mins

Overseer GM
Ivorea's Fate
pg 31 (3.1)

Table GMs
Areas K, L & M
pg 32-40
60 mins

Overseer GM
Scattered
Kobolds
pg 32 (N/A)
Table GMs: pg 31

Overseer GM
Fey Allies
pg 32 (N/A)
Table GMs: pg 31

Overseer plays her part when needed

Overseer GM
Surprised
Dragons
pg 32 (N/A)
Table GMs: pg 31

Overseer GM
Area N Open
pg 32 (N/A)
Table GMs: pg 31

Only one of these happens

Table GMs
Area N
pg 40-42
30+ mins

the rest of the 90 mins once Area N is open

Overseer GM
Conclusion
pg 42-43 (N/A)