

FRIDAY			
	Hall black	?grey	WOODS
18:00			
18:30	ENC - Wrenna Imp orc meeting hall		
19:00		ENC - Wrenna Aqueduct ruins	
19:30			
20:00			
20:30	PLV - Jon F banquet hall, split by wood partition, person can move between, decent light 1 side, darker other		
21:00		ENC - MCH Thule office - gloomy lighting, digging industrial soundtrack	
21:30			
22:00	ENC - Ertin Autumn Vault - partition to enter vault itself, chest with note in vault - lobster creature		
22:30			
23:00	ENC - Wrenna Secretive basement	ENC - Wrenna Night Chamber	blue light
23:30			
MIDNIGHT			
	ENC - Arran basement full of rats		

SATURDAY	Hall	Cove	woods
SET			
During battle		ACADEMY	
12:00			
12:30			
13:00	ENC - Wrenna wintermark working hall/ forge		
13:30			
14:00		PLENI - Matt Cove	
14:30			
15:00			
15:30	CTID - MCH Summer relm hall, castle vibes books and scrolls - throne+ 4 chairs, light to read by		
16:00		PLV - Wrenna shore on edge of sly flats, boat - NO SMOKE - sea sounds	
16:30			
17:00	CAUCUS - Raff caucus forum		
17:30			
18:00		ENC - Arran barrow stone table for body, dripping water, cave vibe	
18:30			
19:00			
19:30	PLV - Ian league bravo den, messy, table for 4, stuff to be cleared in scene cahnge- light gotot red for scen 3		
20:00			
20:30			
21:00			
21:30	ENC - Raff mystic wintermark, floor cushions		PLV Gaezbo + lights
22:00		ENC - Erin Cove blue light- chaning to orage for dawn - smoke	
22:30			
23:00	ENC - Jess league taven		
23:30			
Midnight			