

Friday

ENCOUNTER TENT TIMETABLE WINTER 381 FRIDAY			
Time	Black	Grey	White
Before		Build SARCOPHAN TOMB Drop ceiling Encounter happens before time in!	PLV OFFICES
1800	strongly suggest crew eat now	Stephen Kirkbride	Tallest Ian
1830			
1900			<b>GO FOR INTERVIEWS</b>
1930			
2000	Build Night chamber Sadogua	Build PLV 1: Asael Claustrophobic cave Tallest Ian	Build PLV 1: Asael Suaq yurt Tallest Ian
2030	Moderately well lit Table and 6 chairs Raff	Seating for 4 (2 guests) Human / subhuman barbarian types	Seating for chief + adviser + visionary
2100			
2130	<b>GO FOR ENCOUNTER</b>	<b>GO FOR PLV</b>	<b>GO FOR PLV</b>
2200			
2230	nothing further	nothing further	Plot:Spyfall Keep the Suaq Yurt Felix
2300			
2330			nothing further
Late			

Saturday

ENCOUNTER TENT TIMETABLE WINTER 381 SATURDAY EARLY			
Time	Black	Grey	White
Before			
1100		Temple ruin covered in plants	
1130		Raff then Dave Young An entrance opposite the player entrance	
1200		Some places people would be comfortable sitting, but not explicit seating.	
1230			
1300	Suranni shrine Chris Allen	<b>Go for Raff's encounter</b>	Build Sorin's Empty Chamber 1 Dom has built before
1330	Set up with idol on a table We did red/gold for Suranni before		Kat Q
	Maybe some cool markings representing hanging curses		
1400	<b>Go for Suranni shrine</b> Encounter for hapless Highborn about to get	<b>Go for DY's encounter</b>	Sorin happens here
1430	cursed a lot Chris Allen		
1500	Build for Azoth – largely just a reset of the above Azoth	Build safehouse in Thule territory Felix	
1530	Red and gold deco ideally Still Chris Alen Crucible of goop: mandatory REMOVE THE IDOL		
1600	<b>Go for Azoth</b>		
1630		<b>Go for Safehouse</b> Felix	Build PLV 2 Urizen tower room Tallest Ian
1700	Vyig meeting Pavilion near Anvil Mark Pickering rented from Navarr or	Build Freeborn Gambling den Felix Ideally make it easy to remove all the red/yellow from the set	giant window (nothing outside) barricade sound and mic
1730	Highborn organised crime Basically just delete half the Azoth bling	Cushions, hookah type stuff, tables	
1800	<b>Go for Vyig</b>	Generalised bling	<b>Go for PLV 2</b> Tallest Ian

Saturday

ENCOUNTER TENT TIMETABLE WINTER 381 SATURDAY LATER			
1830		<b>Go for gambling den</b>	Build For Urizen's Eyes Only Repurposed Urizen spire Jonathan Kidger Space for 6 people "James Bond meets dodgy contact" Basically just a reset
1900	Build PLV 3: Nestessa Axos high status space Wrenna		
1930	palatial, morbid sarcophagus soundscape remember ceremony corner	Build Summer chamber Jaheris - absolutely nothing red Blue cushions  Dave Young	<b>Go for Grendel</b>
2000			
2030	<b>Go for PLV 3</b>  Wrenna	silver accents, NO GOLD	replace Grendel with Navarr  quick turnaround
2100		<b>Go for Jaheris</b> Dave Young	<b>Go for Navarri in Urizen</b> Felix
2130	Build basement  Used by a drug dealer. Sparse. Fightable. no trip hazards		6 x NPCs Freeborn Draughir, 2 x Urizeni Sentinels, 3 x Navarri
2200	flippable table?		Build for Sorin's Empty Chamber 2 Dom has built before Kat Q
2230	<b>Go for basement</b>		
2300		Build for Wendigo lose the blue add savagery	<b>Go for Sorin</b>
2330			
Late	nothing after basement	<b>Go for Wendigo</b>	nothing after Sorin

Sunday

ENCOUNTER TENT TIMETABLE WINTER 381 SUNDAY

Early            Build Brass Coast Tomb  
                  (The same one we did a PLV in)  
                  KatQ  
1115 **Go for Tomb**

1200 Build Varushkan Cottage  
1230 6 chairs needed  
1300 and a table

1330 **Go for Varushkan Cottage**