

Spoiler Schedule

The Maw of Jrex: OOG: You may only enter Low Town Cabin 1 (across from the tavern) when the light outside the door is GREEN. Content warnings: jump scares, low visibility, fog, strobing lights*, claustrophobia.

*There will be **no strobes** during the **11am opening** of the Maw of Jrex. Players with strobe sensitivity should enter during this window.

Friday Night

2:30 Plot cabin closed (except for emergencies)

Saturday Morn / Afternoon

10:30am Norrahts, Blood Mages or friends of such, head to Lowtown.

11:00 Kojin and friends should head to the Docks.

11:00 The Maw of Jrex is open. Enter if you dare!

11:30 Curious about the Fae? Listen closely— you might hear rustling leaves and dripping stalagmites drifting from the Bridge.

1:00pm Can you hear it? The ethereal sound of crashing waves and the steady beat of a heart, thrumming at the Docks.

4:00 People speak of a creature that is killing people and performing a ritual on their corpses, adding a shade to its army... hunters should go to Hightown Tavern.

5:00 You swear you can hear otherworldly joyous laughter and gentle sobbing coming from the Hightown fire pit.

Saturday Evening

8:00pm Maw of Jrex is open. Enter if you dare!

9:00 An important entity returns. Head to the Lowtown Fire Pit.

10:00 The end is upon us! Everyone should be in Lowtown **NOW!!**

12:00 **GAME END!** Meet at Hightown Tavern/the Hightown Fire Pit for an out-of-character Fireside Chat. When going off character for the last time, be **COMPLETELY SILENT!**