

1. Stake Out / Discuss Plan

Goal: Who is lighting fires?!?!?!?

- Errbody

2. Herding Team

Goal: get away from populated area

1. Vex
2. Ren
3. Ruby

3. Distraction Team

Goal: stop lighting fire (GOOD LUCK), use up spell slots

Hallow: Daylight

1. Shiro
2. Hughes

4. Weakening Team

Goal: use up spell slots, take necklace

*** Team will get the jump on her due to Pass w/o Trace (overtakes Hallow)**

1. Percy
2. Zero
3. Ikaruga

5. THE END

- Errybody