

Resolver



Banner
banner

1



Books
tactics

2 3



Boots
march

3 4 5



Blades
battle

4 5 6 7



Bones
defend

5 6 7 8 9



Reinforce
reinforce

4 | 6 | 8 | 10

Darkness Pool



The Adversary

5



March of Time



Great and
Terrible



Edges



1,2,3 **Light**. Reinforce succeeds.
The Adversary confined to the Tower.
4,5,6 **Twilight**. Negotiate Reinforce.
7+ **Night Falls**. Reinforce fails.
The Adversary is free.

Seals

