|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Scene Node** | **To Enter** | | | | **Upon Leaving** | |
| **Current Location** | **Current Items** | **Current Hour** | **Prior Encounters** | **Log Encounter** | **Next Location** |
| 1 | house | brass coin | 1-24 | none | vial select | forest |
| 2 | forest | blue vial | 1-24 | vial select | water blade | forest |
| 3 | forest | blue vial | 17-8 | vial select | water dragon | forest |
| 4 | forest | blue vial | 17-8 | vial select | vial consider | forest |
| 5 | forest | red vial | 1-24 | vial select | fire blade | forest |
| 6 | forest | red vial | 17-8 | vial select | fire dragon | forest |
| 7 | forest | red vial | 17-8 | vial select | vial consider | forest |
| 8 | forest | green vial | 1-24 | vial select | vine blade | forest |
| 9 | forest | green vial | 17-8 | vial select | vine dragon | forest |
| 10 | forest | green vial | 17-8 | vial select | vial consider | forest |
| 11 | forest | brass coin | 1-7, 17-24 | vial select | greenhood robbery success ||  greenhood robbery failure || | forest |
| 12 | forest | brass coin | 8-16 | vial select | greenhood robbery success ||  greenhood robbery failure || | forest |
| 14 | forest | brass coin && blue vial ||  red vial ||  green vial | 8-16 | vial select | greenhood robbery success ||  greenhood robbery failure || | forest |
| 16 | forest | brass coin | 1-24 | greenhood robbery failure | greenhood recruitment | forest |
| 17 | forest | brass coin | 1-24 | greenhood robbery success | death | null |
| 999 | null | null | 1-24 | death ||  endgame timer | null | null |