

6-09: By Way of Bloodcove

Awareness Point Tracker

Groups of 5 or more

Normal				Minor					Moderate					Major					Severe
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20+

Groups of 4

Normal			Minor				Moderate				Major				Severe
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+

Effects:

Normal: No effect

Minor: -2 penalty on all Bluff, Diplomacy, Disguise, and Intimidate checks

Moderate: GM roll 1d10 (Subtier 6–7, add 5 to the result), consult the table below, and add the resulting enemies to that encounter.

Major: Penalty on Bluff, Diplomacy, Disguise, and Intimidate checks increases to -5. When rolling on the table below to add combatants to an encounter, add 3 to the die result.

Severe: Forced to flee the city. Proceed to the final encounter in area E.

Maintaining Cover: Subtier 3-4 DC 14 / Subtier 6-7 DC 17

Each PC must perform check, each failure = + 1 Awareness Point

1 PC may attempt at +10 DC; Success = -1 Awareness Point

Types of Cover:

Lying Low: Knowledge (local) or Stealth

Bounty Hunter/Mercenaries: Disguise or Intimidate

Merchants: Appraise or Diplomacy (No Armor, Weapons, Magic)

Tribespeople: Knowledge (nature) or Survival

Traitors: Bluff or Diplomacy

Other: GM discretion

(Multiple disguises adds +1 to DC)

When to Check/Other Events effecting Awareness Points:

1. Arrival in Bloodcove
Area A
2. Within The Witchlight, character taking 20 on Int check gain +3 Awareness
Area B
3. When objective begins
4. Retrying diplomacy to find area B. Requires new skill checks.
5. *Brute Strength* +1 Awareness
6. Burn the World +2 Awareness
7. For attempting other types of sabotage (Optional - GM)
8. Fighting the guard +1 Awareness
9. Allowing guards to escape +1 Awareness (unless well disguised)
Area C
10. When objective begins
Area D
11. When objective begins
12. Each failed Dex or Sleight of Hand check, after Survival check (*see box to left)
13. Killing Na'alu; every cover check adds 1d6 awareness.

d10 Additional Enemies

- | | |
|-------|--|
| 1–2 | trained hyena (<i>Pathfinder RPG Bestiary</i> 179) |
| 3–5 | 1 guard (<i>Pathfinder RPG NPC Codex</i> 267) |
| 6–9 | 2 Aspis Consortium guards (Subtier 3–4 stats on page 10) |
| 10–12 | 1 Aspis enforcer (Subtier 3–4 stats on page 10) |
| 13–14 | 2 Aspis Consortium guards (Subtier 6–7 stats on page 11) |
| 15–16 | 1 trained 5-headed hydra (<i>Bestiary</i> 179) |
| 17+ | 1 Aspis enforcer (Subtier 6–7 stats on page 11) |

* A successful DC 16 Survival check (DC 19 in Subtier 6–7), and each time the PC attempts such a check, he must succeed at a DC 14 Dex or Sleight of Hand or gain 1 Awareness Point. Separate PCs can attempt these checks, but the DC of the Survival check increases by 2. To take 10 on the Survival check, increase DC of the Dexterity or Sleight of Hand check by 4.