

LOW: Rounds once alerted (crew will wait 3 rounds before investigating dogs, unprepared)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
Dogs.	Attack PCs																		
Crew Deckhands	Hastily don Armor (1-AC/+1ACP)										Ready Weapons	Drink Barkskin	Hunt PCs						
Crew Gunner	Hastily don Armor (1-AC/+1ACP)					Ready Weapons	Drink Shield of faith before engaging						Hunt PCs						
Crew Mage	Secure Spell Pouch	Mage Armor	Enlarge Deckhand	Blur (self)	Wait while others prepare													Hunt PCs	
Flak'ak	Secure Slaves		Aid	Shield Faith	Bear Endur	Weap Awe	Hunt PCs												
Jirandiel	Ready Weapon	Hastily don Armor (1-AC/+1ACP)										Listen				Strap on bandolier	Sneak downstairs		
Phlegos	Drink Heroism	Bide time																	

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Dogs	Attack PCs																	
Crew Deckhands	Hastily don Armor (1-AC/+1ACP)					Ready Weapons	Wait	Hunt PCs										
Crew Gunner	Hastily don Armor (1-AC/+1ACP)					Ready Weapons	Drink Cats Grace	Hunt PCs										
Crew Mage	Secure Spell Pouch	Mage Armor	Fly on gunner	Wait				Hunt PCs										
Flak'ak	Secure Slaves		Aid	Shield Faith	Bear Endur	Weap Awe	Hunt PCs											
Jirandiel	Ready Weapon	Hastily don Armor (1-AC/+1ACP)										Listen				Strap on bandolier	Sneak downstairs	
Phlegos	Barkskin	Freedom Mov	Heightened Aware	Bide time														