

**By Zach Armstrong (Oct 3, 2019)**

[illegible]

Level	Treasure Bundle Value
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

- PCs can use different skills for Discovery Points checks with a reasonable explanation and +2 to DC
- Multiple PCs can attempt the same check, with only highest counting.
- Survival or Athletics check for each PC after each encounter (DC 14 low, 16 high). Track successes and failures below

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**Discovery Points (success: circle, fail: cross out, critical success/failure: circle the bonus/penalty DP):**

Name	Points	Crit success	Failure
Nobles	3	N/A	N/A
A - wildlife	1	+1	-1
A – plant life	1	+1	-1
A – chart terrain	1	+1	-1
A – find ford spot	1	+1	-1
A – improve ford	1	+1	-1
A – identify bridge spot	1	+1	-1
A – make bridge	1	+1	-1
Avalanche*	3	N/A	2 1 0
B – goat taming	1	+1	-1
B – chart view	1	+1	-1
B – terrain	1	+1	-1
B - Grazing	1	+1	-1
B – meltwater	1	+1	-1
B – cliff overhang	1	+1	-1
B - cliff	1	+1	-1
D – orc encounter	3	N/A	N/A
E – ogre fight	3	N/A	N/A

**TOTALS:** \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_

**Other Discovery Point things: (circle the bullet or line if needed)**

- PC's rescue nobles from avalanche, costing 3 DP, but they don't die.

**Creatures/Minis Needed (includes maximums for 6 players)**

Low Tier	High Tier
2 x Raven swarm	2 x Raven swarm
5 x mountain goat	6 x mountain goat
4 x wolf	5 x wolf
1 x warg (medium sized)	1 x dire warg (large sized)
5 x orc brutes	5 x orc brutes
1 x orc warrior	1 x orc alchemist
4 x giant shrew	4 x giant shrew
1 x ogre	1 x ogre glutton

**Maps:**

- Flip-Mat: Falls and Rapids
- Flip-Mat Classics: Swamp
- Flip-Mat: Wicked Dungeon
- Custom Map (can be scaled down per scenario author to half a flip mat)