

3 Rounds of Checks: Encounter B after completing round 2

0 Defense Points DC 26/28, 1 Defense Points DC 28/30, 2 Defense Points DC 30/32,

3 Defense Points DC 32/34

- Critical Success: 2 Defense Points
- Success: 1 Defense Point
- Failure: No Progress
- Critical Failure: No progress and can not attempt check for 1 round. Can still aid other PCs.

Barricades (Athletics, Crafting, Warfare Lore):

- 0: Enemies in C & D +1 Circ to Init
- 1: No Modifications
- 2: Enemies in C & D -1 Circ to Init
- 3: Enemies in C & D -2 Circ to Init. Slowed 1 or Increase Slowed by 1 for first round

Evacuation (Deception, Diplomacy, Intimidation, Performance, Society)

+2 Circ if PC's are clear that they are there to help or act as an authority figure with best interest in mind.

- 0: Enemies in C & D gain Temp HP equal to level
- 1: Gift Family Heirlooms as thanks. 1 TB
- 2: PC's gain +1 Stat to Init in B, C, & D. Gift Great Axe 2nd TB
- 3: PC's gain +2 Stat to Init in B, C, & D.

Scouting (Athletics, Acrobatics, Perception, Nature, Survival)

+2 Circ if they invite the Ashcallers

- 0: Enemies in C & D are Quickend 1: Step or Stride only.
- 1: No Modifications
- 2: PC's ignore Natural Difficult Terrain in B, C, & D
- 3: PC's get +5 foot circ bonus to speed & ignore Natural Difficult Terrain in B, C, & D.

Tending (Athletics, Diplomacy, Intimidation, Nature, Survival)

- 0: Enemies C & D get +5 circ to speed.
- 1: No Modifications
- 2: Hazard deals moderate damage to undead in D
- 3: Hazard deals major damage to undead in D

Traps (Crafting, Stealth, Survival, Thievery)

- 0: Enemies in C & D get +5 Circ to Speed
- 1: No modifications
- 2: Enemies in B, C, & D start with 4d6 lower hit points
- 3: Enemies in B, C, & D start with 6d6 fewer hit points and clumsy 1 for first round.

Wards (Arcana, Medicine, Occultism, Religion)

- 0: Enemies in C & D gain +1 Circ to their DCs
- 1: No modifications.
- 2: Enemies in B, C, & D are Enfeebled 1 for first round of combat
- 3: Enemies in B, C, & D are Enfeebled 2 for first round and PC's gain +1 Circ Bonus to saving throws.