

Centaur Camp Chieftan

Condition	Kaana Attitude	Diplomacy DC
If PCs parley successful	Indifferent	16/19
No parley, no kill	Unfriendly	7/8
No parley, no killed	Order to leave	None; present sigils to make unfriendly

Centaur Camp Fire

Task	Check	Result
Put out fire	DC 15 (13) / 18 (16) Acrobatics, Disable Device, Knowledge (engineering or nature), Survival, Profession; comp. bonus per spell level used	Total success = # PCs, fire out. Receive banner of restful nights (no fort save resting)
Hazard	Flare ups	1d3 / 1d3+1 PCs take 2d4 / 5d6 fire Ref 11 (14) half

Mishkar

Task	Check	Result
Put out fire	Assist Goblins: DC 15 (13) / 18 (16) Survival / Profession Assist villagers: DC 15 (13) / 18 (16) Acrobatics / Climb Comp. bonus per spell level used	Total success = # PCs, fire out. 500 GP in Amber. On high tier, swarmbane.

Before Burning Woods (B)

Hazard	Check	Result
Smoke	DC 12 / 14 fort (damp scarf; +1 comp.)	Fatigued (-2 str/dex) for encounter

Burning Woods (B)

Task	Check	Result
ID Necklace	If Dragbog there and DC 15 Perc/ surv	Know to look for druid

Before Burning Rescue

Hazard	Check	Result
Smoke	DC 12 / 14 fort (damp scarf; +1 comp.)	Fatigued (-2 str/dex) for encounter

Traversing the Forest & Burning Rescue

Task	Check	Result
Learn about firefighting	DC 12(9) / 14 (11) Sense Motive	+2 bonus on checks here; no fort save in C
Save Ceneviel 1/3	DC 15 (12) / 18(15) perception / Survival	Spot trail
Save Ceneviel 2/3	DC 18(15) / 21(18) Acrobatics or DC 14(11) strength Small get +2 on check	Navigate fiery path
Save Ceneviel 3/3	DC 16(13) engineering / survival / prof, or spell	Pull from bower, get Endure elements no save in C

Before Area C

Hazard	Check	Result
Smoke	DC 12 / 14 fort (damp scarf; +1 comp.)	Fatigued (-2 str/dex) for encounter If saved druid no need. If