

SNACK TIME

Influence Crowd:

Performance check to Perform. Might help influence Nelar and Ogsen later.

Convince Linnorns to go on a Hunting Trip!



Bruvilex

Sitting on the sidelines, unsure and about to run away!

- First, a Diplomacy check
- If successful, Deception, Diplomacy, or Performance check to encourage her to speak her mind.



Crookscale

Sitting on the sidelines, complaining.



Manglefang

Laughing and eating sheep!

- Intimidation



Oridius

Pontificating about humans & sheep.

- Society to Recall Knowledge
- If successful, Diplomacy to cheer them up



Scourtail

Heroically slaying sheep!

- Avoid the stampede (Nature to command animal)
- Deception, Diplomacy, Intimidate, or Performance

SOOTHE TEMPERS

Soothe the tempers of Nelar and Ogsen with Diplomacy. Your GM will add modifiers. Only one PC can attempt this check.

A HUNTING WE WILL GO

Get to Know the Linnorns:

Choose a linnorn. Any skill check.

Convince Linnorns to go on a Hunting Trip!



n/a

Bruvilex



n/a

Crookscale



n/a

Manglefang



n/a

Oridius



Scourtail

- Acrobatics, Athletics, Deception, Intimidation, or Performance during battle to earn “Entertainment Points”
- These are checks you can crit; the group should earn as many as they can (the GM may tell you when you have earned enough)

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BUMPER BOATS

Retrieve & Rescue:

Crafting, Ranged Attack, Diplomacy, Athletics (swim)

Convince Linnorns to Stop Playing bumper Boats!



Bruvilex

Sitting on the sidelines, unsure whether this is a good idea.

- Convince to ignore her siblings: Deception or Diplomacy
- If successful, Diplomacy to have her help rescue sailors If fail... she's on the boats



Crookscale

Complaining on the Bumper Boats



Manglefang

On the Bumper Boats!

- Deception, Diplomacy, or Intimidation, Performance, Society
- Failure will anger the sailors



Oridius

On the Bumper Boats!

- Deception, Diplomacy, or Intimidation, Performance, Society
- Failure will anger the sailors



Scourtail

On the Bumper Boats!

- Deception, Diplomacy, or Intimidation, Performance, Society
- Failure will anger the sailors

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BUMPER BOATS (ROUND 6+)

Retrieve & Rescue:

Crafting, Ranged Attack, Diplomacy, Athletics (swim), Athletics (retrieve)

Convince Linnorns to Stop Playing bumper Boats!



Bruvilex

Either on the bumper boats or helping rescue sailors



Crookscale

"I can't swim!!"

- 2 PCs succeed at Athletics to Swim
- Teach to Swim (Deception, Diplomacy, Performance) then Athletics or Performance to demonstrate



Manglefang

On the Bumper Boats!

- Deception, Diplomacy, or Intimidation, Performance, Society
- Failure will anger the sailors



Oridius

On the Bumper Boats!

- Deception, Diplomacy, or Intimidation, Performance, Society
- Failure will anger the sailors



Scourtail

On the Bumper Boats!

- Deception, Diplomacy, or Intimidation, Performance, Society
- Failure will anger the sailors

SOOTHE TEMPERS

Single Deception, Diplomacy, or Society check to soothe sailors. Bonuses/penalties may apply.

DEVELOPMENT

The linnorns a diving game afterwards. Did

SHOPPING SPREE

Stop them from Wrecking the Market!



"I want to cuddle with it!"

Bruvilex



???

Crookscale



Fighting with Scourtail

- Athletics to grapple EACH one (2 PCs) or ONE Intimidation to Demoralize
- Then. Diplomacy or Intimidation

Manglefang



Cartography! Mine!

- Diplomacy, Intimidate, Society, Legal/Merchant Lore

Oridius



Fighting with Manglefang

- Athletics to grapple EACH one (2 PCs) or ONE Intimidation to Demoralize
- Then. Diplomacy or Intimidation

Scourtail

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WAREHOUSE

- Efrith: Perception, Stealth,
 - Living Space: 20 Perception, Architecture, Engineering Lore
 - Look for secret doors: around: Perception check
 - Efrith's belongings: Perception Check
 - Wards: Identify magic (any school, Arcana is easier)
 - Crates: Look in the crates
-
- Spellbook: A PC who succeeds at a DC 17 Perception check (DC 20 for levels 7–8) or who purposefully searches Efrith's belongings finds a spellbook in Efrith's bag, clearly labeled with

SOOTHE TEMPERS

Crafting, Diplomacy, or Merchant Lore

AUDIENCE WITH THE KING

Address Accusations of Recklessness

Diplomacy, Intimidation, or Performance

Possible Advocates: Brulivex, Crookscale

Address Concerns about Combat Prowess

Acrobatics, Athletics, Gladiatorial Lore, Scouting Lore, Warfare Lore

Possible Advocates: Scourtail

Address Concerns about Cultural Knowledge

Acrobatics, Athletics, Gladiatorial Lore, Scouting Lore, Warfare Lore

Possible Advocates: Oridius, Manglefang