

# 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

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n/a

Crookscale

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n/a

Manglefang

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n/a

Oridius

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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 play a diving game afterwards...

# SHOPPING SPREE

Stop them from Wrecking the Market!



"I want to cuddle with it!"

Bruvilex

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???

Crookscale

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Fighting with Scourtail

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

Manglefang

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Cartography! Mine!

- Diplomacy, Intimidate, Society, Legal/Merchant Lore

Oridius

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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: 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: Perception check or purposefully search Efrith's belongings

# 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*