

PRIMARY SUCCESS: Recover the clay talisman from the Gripli

SECONDARY SUCCESS: Earn Gripli's respect with two of, retrieve 3 eggs, overcome 4 obstacles in the chase, prevent Kalim from escaping, also grants boon

DELAYS

Taking time causes eggs to be eaten. **Nest has 6 eggs -1 per delay.** Delays include -

Gathering information at the Village

Getting lost on the way to the ravine

Taking the long way around A2 (swarms)

Resting to recover hp/daily resources (2 delays)

-1 delay if all PC's travel 40'+ or if they can ignore jungle terrain

A: Jungle Trek

4 mile trek to the ravine taking two hours. DC13/16 survival to navigate safely.

Counts as 2 delays.

-1 delay per 5 by which the check is exceeded to a minimum of 0

Failure counts as 3 delays.

Beating by 5 spots tracks of 6 humanoids lead by small barefoot humanoid missing two toes on right foot.

A1: Ravine Descent

60' wide, 100' deep, DC10 climb using the roots

DC15/18 Knowledge Nature to identify the Monkey Tree, oil reacts with skin/leather to create an overwhelming stench. +5 to the climb DC to avoid.

A2: Acacia Attack

DC13 survival, half a dozen humanoids came through but didn't return.

DC12 Perception to find secret note on the body

DC11/12 Knowledge Nature to identify the swarms

Can wait for the ants to calm down naturally or climb along the walls to avoid them **but counts as one delay**

Treasure: Rapier, MW Comp Longbow, potion of invis, potion of cure mod, 2 oils of magic weapon, 2 sleep arrows, 2 flasks of alchemists fire, (4-5) rope of climbing

A3: The Nest

DC10 Survival to find tracks a massive 3 toed saurian only a few hours old

DC15 Heal, body in nest was human and died about an hour ago

DC13 Survival, humanoid footprints running away

Lizardfolk eating to take -4 penalty to Perception, auto detect anyone with Monkey Oil

Treasure: Lizardfolk stuff plus dead aspis agent gear, 100' silk rope, climbers kit, grappling hook, longbow, 20 arrows, potion of hide from animals, 2 tree feather tokens, (4-5) bow is MW comp longbow, wand of barkskin (12 charges) in the nest

THE CHASE

+3 DC subtier 4-5

-2 DC if 4 player adjustment applies

+2-4 to the check for appropriate use of abilities

Each PC makes one check or uses one ability, take highest, treat others as aid

+4 DC for any PC affected by Monkey Oil on 3, 6, 7.1

Any roll of 1 forces DC15 reflex or drop any egg being carried

1: Coming through - Aspis Agents come barging past trying to get away
Acrobatics DC20 OR CMB check against CMD22

2: Falling Boulders - the dino's heavy tread has dislodged some rocks!
Go around, Survival DC20 OR heave them off Str check DC18

3. Right Behind Us - open stretch lets dino close
Off the road, Stealth DC20 OR fend her off, Melee attack AC21

4. Piranha Peril - stream filled with Piranha!
Jump Over, Acrobatics DC18 OR Swim DC17

5. Hanging Around - Aspis agents using vines to swing across pit
Shoot the vines ranged attack AC20 OR find a shortcut Perception DC19

6. Dense Foliage - lose her in the thick jungle
Find weak spot Nature DC15 OR squeeze through Escape Artist DC27

7. Breakneck Race - the ravine wall is just ahead, beat the Aspis to it!
Sick the dino on them, Handle Animal DC20 OR attack them AC22

Treasure: Kaava Sun Pear, roll obstacle check twice taking lower result and make DC15
Acrobatics or Climb check to grab the pear

8. Final Ascent - escape the ravine
Climb DC20 OR drop rocks on her Str or Dex check DC18

7-8: The PCs easily escape, reduce the number of Aspis Scouts in area **B** by two.

4-6 Obstacles: The PCs escape, do not adjust the encounter in area **B**.

2-3 Obstacles: The PCs barely made it out Each PC is fatigued. Furthermore, Kalim has enough time to kill Finyik, one of the Krihirik elders, before the PCs make it back to the village.

0-1 Obstacles: As 2-3 obstacles. In addition, the tyrannosaurus is able to bite one of the PCs ***selected at random as they flee up the ravine.***

Subtier 1-2, this is an attack with a +12 bonus to hit that deals 2d6+11 damage.

Subtier 4-5, this is an attack with a +16 bonus to hit that deals 4d6+22 damage.

B: Krihik Village

Any creature taking damage, running or charging on the rope bridge must make DC12 acrobatics or fall 20'. Cutting a rope (hard0, 2hp) increases DC by 5, cutting both causes collapse, DC15 reflex to get to the nearest platform

Safira: Flees if reduced to 15/25hp, can be scared off with DC20 Handle Animal or Intimidate. Auto detects anyone approaching affected by the Monkey Oil and alerts Kalim.

Kalim: If reduced below 5/12hp seeks to flee in the jungle

REPORTING NOTES

If the PCs captured or killed Fiveknives Kalim, check box A on the scenario's reporting sheet. If he escaped with his life, check box B instead.