

# FORTIFY THE CAMP

The workers shoring up the camp's defenses are mostly from the Spine Thresher tribe and accept offers of aid begrudgingly.

## **Bolster the Perimeter**

The roughly circular perimeter of the camp is set up with hastily stacked piles of rubble, pointy sticks, and other makeshift barricade components. More needs to be done to finish building the physical barrier or at least to gather the requisite supplies.

**Standard Crafting** or **Hard Athletics**

## **Prepare Bombing Stations**

Nooks meant for specialist defenders to lob bombs at incoming attackers are carved into the perimeter at regular intervals. Raik, the self-appointed foreman of the work being done, needs advice on how to best scare away longshanks or place the bomb stations.

**Easy Engineering Lore** or **Standard Intimidation**

## **Rearrange Seating**

It's clear the seating was not set up with defense as a first thought. Someone should convince the tribal leaders that another arrangement would be better and work just as well for the discussion.

**Hard Diplomacy** or **Very Hard Deception** - **This activity may be attempted by only one character**

# PREPARE THE CELEBRATION

The goblins are pleased to have extra hands around to prepare food, put final touches on the council seating, and otherwise complete the tasks that should be done before sunset.

## Finish the Feast

Libgez hangs around at the edges of the makeshift kitchen while goblins from several different tribes trip over each other to finish their dishes. There are a few opportunities to either make an impressive and delicious dish or one specifically tailored to goblins' unusual palates.

**Very Easy** **Goblin Lore** or **Easy** **Cooking Lore**

## Build Council Seating

A gruff female goblin named Awt from the People of the Swarm points at a few rough slabs of wood, gestures to the character, and grunts, "Finish." She doesn't elaborate, but it's clear this wood is meant to be worked into seats for the important tribe members and that the group are the ones Awt has selected to accomplish this task. A character may attempt to create a sturdy and handsome set of benches or arrange the slabs in a way that is conducive to a productive meeting.

**Standard** **Crafting** or **Hard** **Society**

## Assemble the Pyrotechnics

A Cinder Seeker pyro worker named Grizzel introduces himself with more than a hint of suspicion. A character may try to use their nimble fingers to expertly assemble the fireworks or put together a spectacular show with a variety of pyrotechnical elements.

**Hard** **Thievery** or **Very Hard** **Performance**

# READY FOR BATTLE

While most of the tribe members focus on the council or the physical camp, a few have been sent out to monitor enemy movements. They won't be back until much later, however, so it's up to the Pathfinders to make their own preparations for a potential attack.

## Scout the Area

The group notes the many paths that surround the clearing.

**Standard Survival** - This activity can be attempted multiple times by the same character

## Set a Guard

Eager goblins from the Spine Threshers, People of the Swarm, and the Bulbheads all volunteer to join the guard rotation, but they need someone to coordinate them.

**Easy Warfare Lore** or **Hard Diplomacy**

## Prepare Goblin Aid

The goblins are wary of their surroundings, as being aboveground is always dangerous, but they aren't particularly coordinated or brave. Someone might help prepare the goblins to defend their leaders in case a fight occurs.

**Easy Warfare Lore** or **Standard Intimidation**

# EATING CONTEST

Not a scrap of food can go to waste, and what better way to salvage those leftover morsels than to stage an impromptu eating contest? Libgez's unhinged grin stretches wide across his face as he challenges the entire camp with a mischievous glint in his eye "No one can beat me in an eating contest! Not even you, Pathfinders!" Several notable True Hoard members join in, salivating at the feast before them. Each contestant is offered a plate piled high with offals, root vegetable tops, and other (technically) edible bits from the evening's feast preparation. A character who attempts to keep up with the voracious goblins must try to keep the off-putting meal down or slyly get rid of most of their plate's contents.

Standard **Fortitude** or Very Hard **Deception**

# BONFIRE CONSTRUCTION

The bonfire is the central figure of the council meeting, and its enormous size indicates its importance. While it appears haphazardly built, it's remarkably sturdy. In a show of unity, each tribe has been tasked with building a portion of the large central bonfire, yet though it can be constructed in whatever way they see fit, it must be integrated and ultimately stabilizing to the whole. The Cinder Seekers are overseeing the fire's construction.

Characters interested in contributing to the construction are offered a part of the bonfire to build. The character can either stack the wood in a pleasing and stable way or haul the logs to an impressive height.

Standard **Crafting** or Hard **Athletics**

# SONGWRITING

Each tribe has put forth their best performers in a bid to have the most exciting commemorative tune showcased at the opening ceremony of this evening's historic council. While the other performers aren't likely to select a Pathfinder's song as the best, they're interested in hearing what strange music these longshanks have to offer. A character can compose a short, preferably obnoxious, song.

Standard **Performance** or Hard **Diplomacy** or Very Hard **Intimidation**