

SKILL CHALLENGES

Alchemist's Apparatus [DC 20:6/3] 200 XP Frostmarrow

You shouldn't have accepted the drink from the King's Spymaster. Now you are locked in a room and the sleeping agent coursing through your veins is making you all too drowsy. To add insult to injury the spymaster is now slipping lies into the ear of the king, making you out to be the threat of the realm. Luckily, the spymaster locked you up in a laboratory of sorts. There is an alchemist's apparatus here with dozens of tinctures, tonics, and potions. Along with all manners of strange and exotic ingredients. If only you could concoct an antidote..

Suggestions: Endurance can be used to be able to consume any of the foul liquids the characters care to make. Arcana and Nature are important skills when it comes to identifying the contents of beakers and Heal might be used to make a recipe that will fight of the effects of the sleeping agent.

Development: Failure to mix an antidote will result in all doped characters fall asleep for 24 hours. They wake up jailed and charged with high treason.

Victory: At 6 successes the characters find themselves wide awake and no longer under the effect of the sleeping agent.

Careering Cart [DC 15:4/2] 50XP Frostmarrow

Suddenly on main street a team of horses are spooked and they bolt. In the careering cart a young mother and child realize their predicament and cry for help. The cart is almost flipping and something must be done to stop the horses or the passengers will be thrown and killed.

Suggestions: Athletics can be used to intercept the cart on the first round. Then it's too late. Athletics while riding can be used throughout the encounter. Streetwise can be used to make a shortcut and intercept the cart next round. A successful passive Insight roll will tell the players the horses were spooked by a the glare from a nearby window. Magic might be used to calm the horses or to control the cart. **Counts as 1 success per spell, if applicable.**

Development: At 1 failure the mother is just barely hanging on to the cart whilst the child hangs onto her arm, mere inches from the ground. At 2 failures the passengers lose grip and crash into the ground, taking fall damage, possibly killing them.

Victory: At 4 successes the team of horses is calmed and the wagon stops. The woman and child are shocked and not terribly grateful. Days later the woman will approach the party and offer pertinent information on a current investigation.