

Scan the Crowd

Level 1 Skill Challenge (DC 12)

A crowd of hundreds wait at a security checkpoint. In fifteen minutes they'll line up along streets to cheer the king's arrival, and you must make sure no one dangerous gets through.

Tasks (must be completed within 3 rounds; each round is 5 minutes)

1. **Identify Boris** Perception will reveal the dagger hidden in Boris' boot. Insight will reveal nervous glances at the police. Read one of the following on the first successful check, and confirm Boris as identified on the second:
 - *You spot the hilt of a dagger jutting out of a burly man's boot. Further observation is needed to confirm him as a troublemaker.*
 - *A burly man appears to be glancing around nervously. Further observation is needed to confirm him as a troublemaker.*
2. **Identify Eric** Perception will reveal the bruises on Eric's face. Insight will reveal over-enthusiastic cheers for the king. Read one of the following on the first successful check, and confirm Eric as identified on the second:
 - *A gaunt looking man has what appear to be bruises on his face. Further observation is needed to confirm him as a troublemaker.*
 - *A gaunt looking man seems to be cheering a bit too enthusiastically, almost as though he were acting. Further observation is needed to confirm him as a troublemaker.*
3. **Identify Thomas** Perception will reveal the bandaged hand. Insight will reveal a strange moodiness. Read one of the following on the first successful check, and confirm Thomas as identified on the second:
 - *A short, stocky man is concealing a bandaged hand under his coat. Further observation is needed to confirm him as a troublemaker.*
 - *A short, stocky man seems uncomfortable with the ebullient atmosphere around him. Further observation is needed to confirm him as a troublemaker.*
4. **Identify Dafton** (requires Tasks 1-3 completed) Insight will reveal that Boris, Eric, and Thomas are looking to Dafton for leadership. Read the following on a successful check:
 - *The three identified suspects appear to be glancing towards a fourth man, as though waiting for a sign or instructions.*

Associated Tasks

- **Docker Clothing** A History check will reveal that the clothing of the suspects has a docker theme in common. Can only be used after two suspects have been identified. Gives a +2 bonus to further skill checks (A PC with the Docker theme gets a +4 bonus to skill checks). Read the following:
 - *You realise that the two suspects you have identified so far are wearing similar clothing – that of a Docker. It would seem prudent to concentrate your observation on others wearing similar clothing.*
- **Streetwise, Bluff, Stealth** A Streetwise, Bluff, or Stealth check can be used to mingle with the crowd unobtrusively without alerting suspects. Can be used at any time. Gives a +2 bonus to further skill checks.
 - *Mingling with the crowd unobtrusively makes it easier for you to check out individuals.*
- **Other Skills** Other skills can grant a +2 bonus to further checks. For example, you might be able to use Diplomacy to rouse the crowd into a patriotic song, thus making it easier to spot suspicious folks who aren't singing. Or you could use Intimidate to threaten the crowd with mass arrests if anyone causes trouble. Using Arcana to look for people disguised by illusions, though, will fail because there aren't any.

Events

- **After each Docker is identified** The remaining dockers are alerted unless a successful Bluff check is made. If alerted, further skill checks take a cumulative -2 penalty.
- **After 2 rounds** Police start preparing to let people through the gate. The heightened anticipation and mingling of the crowd makes the skill checks in the following round Hard (DC 19).
- **After 3 rounds** Police let people through the gate.