

# Escape the Gnolls!

## Skill Challenge Goal

Cross the Desolation to reach the ruins of Kendermore, while avoiding or escaping the tribe of Gnolls on your trail.

### Setup

This skill challenge takes place over the course of several days. Each day will be broken into a day phase and a night phase, and each phase will consist of one individual check for each PC and then one group check.

Any PC who is reduced to 0 healing surges automatically fails at all checks until restored to at least one surge.

You may not use the same skill in two consecutive individual action phases.

The PCs start at Distance travelled of 0 and reach Kendermore when they reach a distance travelled of 12. The Gnolls start at a distance of -1.

### Difficulty

Easy – DC 7  
Moderate – DC 12  
Hard – DC 17  
Very Hard – DC 22

### Reference

#### Trained Skills

Atsu – Athletics, Nature, Perception, Stealth, Streetwise, Thievery  
Seesee – Athletics, Diplomacy, Heal, Intimidate  
Steven – Arcana, Bluff, History, Insight, Perception, Stealth  
Theren – Acrobatics, Perception, Religion, Stealth  
Wilford – Athletics, Endurance, Nature  
Elijayess – Acrobatics, Dungeoneering, Nature, Perception, Stealth, Thievery

## Day Actions, Individual

Select one each day; Primary Skills must be used to complete the action or for Aid Another; Secondary Skills may only be used to Aid Another for that action.

### Aid Another

Aid another's skill check- DC Moderate (must use a primary or secondary skill)

Success: Add +2 to another's skill check this phase

Failure: Add -1 to another's skill check this phase

### Confront the Gnolls (once per phase)

Primary Skills: Intimidate – Very Hard DC

Bluff – Very Hard DC

Secondary Skills:

Arcana

Athletics

Religion

Stealth

Insight

Success: The Gnolls move -1

Failure: All PCs participating in the check lose one Healing Surge

### Trailblaze (once per phase)

Primary Skills: Nature – Easy DC

Athletics – Hard DC

Secondary Skills: Perception

Success: All PCs get a +2 bonus to the next Travel check this phase

Failure: The Gnolls move +1

### Dig In

Primary Skills: Nature – Hard DC

Dungeoneering – Moderate DC

Stealth – Very Hard DC

Secondary Skills: Perception

Success: All PCs get a +2 bonus to the next Rest check this phase

### **Heal an Ally**

Primary Skills: Heal – Moderate DC  
Success: One PC regains a Healing Surge, but gets a -2 penalty to their next skill check.

### **Explore**

Primary Skills: Perception – Hard DC  
History – Very Hard DC  
Success: You find something interesting (DM determined)  
Failure: The Gnolls move +1

### **Set a Trap**

Primary Skills: Thievery – Hard DC  
Secondary Skill: Nature  
Success: Prevent the next loss of a healing surge this phase for one PC.

### **Use Magic**

Primary Skills: Arcana – Very Hard DC  
Religion – Very Hard DC  
Success: One PC gets a +2 bonus to their next check this phase or next phase

### **Use Other Skill**

Primary Skills: PCs Choice – Very Hard DC  
  
Special: PC must describe what they are seeking to do and the DM must approve.  
  
Success: DM's discretion  
Failure: DM's discretion

## **Day Actions, Group**

Select one action for the group.

### **Rest**

Primary Skills: Stealth – Very Hard DC  
Nature – Hard DC  
Successes: 0-1 – All PCs lose a Healing Surge  
2 – One PC of the group's choice loses a Healing Surge  
3 – No effect  
4 – No effect  
5 – One PC of the group's choice regains a Healing Surge  
6 – All PCs regain one Healing Surge

### **Travel**

Primary Skills: Endurance – Hard DC  
Athletics – Hard DC  
Special: If this action was taken in the previous phase, all PCs take a -4 to the check due to fatigue.

Successes: 0 -1 – The Gnolls move +2; the PCs move 0  
2 – The Gnolls move +1; the PCs move 0  
3 – The Gnolls move + 1; the PCs move + 1  
4 – The Gnolls move + 1; the PCs move +2  
5 – The Gnolls move +1; the PCs move +3  
6 – The Gnolls move +1; the PCs move +3 and gain a +2 to all skill checks in the next phase

**If the Gnolls are at equal or greater distance to the PCs at the end of this check, all PCs lose a healing surge.**

## Night Actions, Individual

Select one each day; Primary Skills must be used to complete the action or for Aid Another; Secondary Skills may only be used to Aid Another for that action.

### Aid Another

Aid another's skill check- DC Moderate (must use a primary or secondary skill)

Success: Add +2 to another's skill check this phase

Failure: Add -1 to another's skill check this phase

### Ambush the Gnolls (once per phase)

Primary Skills: Stealth – Very Hard DC  
Perception – Very Hard DC

Secondary Skills: Arcana  
Athletics  
Religion  
Thievery

Success: The Gnolls move -1

Failure: All PCs participating in the check lose one Healing Surge

### Trailblaze (once per phase)

Primary Skills: Nature – Hard DC  
Athletics – Hard DC

Secondary Skills: Perception

Success: All PCs get a +2 bonus to the next Travel check this phase

Failure: The Gnolls move +1

### Dig In

Primary Skills: Nature – Hard DC  
Dungeoneering – Moderate DC  
Stealth – Moderate DC

Secondary Skills: Perception

Success: All PCs get a +2 bonus to the next Rest check this phase

### Heal an Ally

Primary Skills: Heal – Moderate DC

Success: One PC regains a Healing Surge, but gets a -2 penalty to their next skill check.

### Explore

Primary Skills: Perception – Very Hard DC  
History – Very Hard DC

Success: You find something interesting (DM determined)

Failure: The Gnolls move +1

### Set a Trap

Primary Skills: Thievery – Hard DC  
Secondary Skill: Nature

Success: Prevent the next loss of a healing surge this phase for one PC.

### Use Magic

Primary Skills: Arcana – Very Hard DC  
Religion – Very Hard DC

Success: One PC gets a +2 bonus to their next check this phase or next phase

### Use Other Skill

Primary Skills: PCs Choice – Very Hard DC

Special: PC must describe what they are seeking to do and the DM must approve.

Success: DM's discretion

Failure: DM's discretion

## Night Actions, Group

Select one action for the group.

### Rest

- Primary Skills: Stealth – Moderate DC  
Nature – Hard DC
- Successes: 0-1 – All PCs lose a Healing Surge  
2 – One PC of the group's choice loses a Healing Surge  
3 – No effect  
4 – No effect  
5 – One PC of the group's choice regains a Healing Surge  
6 – All PCs regain one Healing Surge

### Travel

- Primary Skills: Endurance – Moderate DC  
Athletics – Hard DC
- Special: If this action was taken in the previous phase, all PCs take a -4 to the check due to fatigue.

- Successes: 0 -1 – The Gnolls move +2; the PCs move 0  
2 – The Gnolls move +1; the PCs move 0  
3 – The Gnolls move + 1; the PCs move + 1  
4 – The Gnolls move + 1; the PCs move +2  
5 – The Gnolls move +1; the PCs move +3  
6 – The Gnolls move +1; the PCs move +3  
and gain a +2 to all skill checks in the next phase

**If the Gnolls are at equal or greater distance to the PCs at the end of this check, all PCs lose a healing surge.**