

Skill Challenge -

Navigating the Eckleborough Swamp – *The party must make their way through a swamp, while searching for a Halfling outpost nearby.*

5 Level

2 Complexity

Athletics (Moderate DC) – At least two characters must make Athletic checks for the party, as swimming in the swamp is a strenuous physical activity. *On a failed check every player loses a healing surge.*

Endurance (Moderate DC) – At least two other characters must make Endurance checks for the party, thereby resisting the debilitating effects of prolonged exposure to the elements and wandering in the wilderness. *On a failed check every player loses a healing surge.*

Nature (Moderate DC) – At least one character in the party must make a nature check for the party. A success indicates you were able to forage for food and water, as well as finding and avoiding natural hazards.

Perception (Hard DC) – You notice something in the swamp that triggers knowledge about the area, and the Halflings that live here. *A success in the perception check does not count towards the challenge but unlocks the use of the History skill.*

History (Moderate DC) – You noticed a well kept patch of Fendle Weed. Fendle Weed grows rather unruly when wild, but this patch looks maintained. You know through your knowledge of Halflings, that they are quite fond of Fendle Weed, using it in recipes, and smoking it in their pipes. *You deduce that the outpost must be nearby, and gain a success towards the challenge. You may use this skill once.*

Successes



Success!
The party arrives at the Halfling Outpost after navigating the dangerous swamp.

Failures



Failure!
The party spends an extra day lost, lose 1 healing surge and trigger an n+2 lvl encounter before arriving at the Outpost. They do not gain the benefits of an extended rest for that extra day.