

# The Skill Scroll

5 skill-based encounters to test your players with





## Acrobatics

**{Purse Snatcher}** The party witnesses a thief snatch a noblewoman's purse and flee into a bustling market. Catching the thief requires tumbling over wagons, sliding under horses, and swinging from shop posts. Characters who succeeded on 3 contested Acrobatics checks against the thief corner them in an alleyway.



## History

**{Cataclysm Glyphs}** Etched into 3 monoliths are glyphs depicting cataclysms from eons past. Pressing the glyphs in the correct, historical order requires a DC 16 History check. On a success, the ghost of one commoner who was present during the cataclysm appears and will answer 1d4 questions.



## Investigation

**{Campsite Evidence}** An abandoned campsite hides the corpses of 3 dead hunters lying in their tents. Each of their throats looks to have been cut while they slept, but all of their gear appears undisturbed. A DC 14 Investigation check reveals a patch of flattened grass where a 4th tent stood. A set of tracks leads off deeper into the woods.



## Nature

**{Scared Prey}** A pod of seals begins swimming alongside the party's boat and doesn't stray more than a few feet from it. A character who succeeds on a DC 14 Nature check recognizes that these seals are not playing or being social, but are instead showing signs of prey trying to hide from a predator {giant shark}.

## Stealth

**{Desperate Mother}** An exhausted mother finally got her newborn child to fall asleep in their room and returned to the bar for a much-needed ale only to realize she forgot her coin upstairs. Desperate to not wake her baby, she asks the quietest-looking party member if they could retrieve her coin purse for a free drink. Doing so without waking the baby requires a DC 18 Stealth check.

