

# DONT WAKE THE SENTRIES SKILL CHALLENGE

## OVERVIEW

Don't Wake the Sentries is played over a series of turns. The starting player is determined by an initiative roll, and the turn order can either be based on initiative or clockwise around the table to keep things simple.

There are a pre-determined number of "*spaces*" on the board. The players take turns moving along this track of spaces and defeating the challenges in each of them. Each space calls for a specific set of skills the player must use to defeat the challenge.

The players' goal is for one of the players to reach the final space. Once this happens, the players have succeeded and the first player gains a reward.

## ANATOMY OF A TURN

On a player's turn, he follows these steps:

- ◆ **Move:** The player rolls a D6 and moves their character to the *next* space labeled with the number they rolled. If they roll a six, they move to the space in front of the current leader.
- ◆ **Backtrack:** The player may move *backwards* by spending one surge per space they wish to move.
- ◆ **Skill Check:** The player makes a skill check against a Hard DC using one of the skills associated with the space's skill group. Allies in the same or adjacent spaces may "*Aid Another*" as per the normal 4e rules.
- ◆ **Success:** On a successful skill check, the player is Safe (see "*Safe*" below)
- ◆ **Failure:** On a failed skill check, the group accumulates "risk" and may need to make some saving throws (see "*Risk*" below)

## SAFE

When a player is "Safe" they have conquered the space's challenge with their amazing skill. The character remains in the space they moved to this turn. As a reward for succeeding on the challenge, the player then gains a +2 untyped bonus to their next skill check. You also gain the bonus if you land on a Safe room, or if you crit on a saving throw.

The player's turn is then over. However, if the player wishes to, they may *Press the Advantage!*

### *PRESS THE ADVANTAGE!*

A player may choose to Press the Advantage! if they want to test their luck by rolling a D8 against the following table:

- ◆ **8:** Safe: You gain a +2 to your next skill roll.
- ◆ **7:** Swipe: You gain (level x 100) gp!
- ◆ **6:** Choose a skill group and ally. For the rest of the encounter, you gain a +5 to the skill group and your ally takes a -5 penalty.
- ◆ **5:** Allies gain +2 to their next skill check; you take a -4 penalty.
- ◆ **4:** Gain 2 Risk and roll saving throws if necessary (see "*Risk*" below)
- ◆ **3:** Remove 2 Risk.
- ◆ **2:** Wake the Sentries! for an ally of your choice.
- ◆ **1:** Wake the Sentries!

## RISK

Risk is a group-wide resource that accumulates (mainly) by failing a space's Skill Check. Every space has a Risk rating, which determines how much Risk the group gains when a player fails the check. When the group gains Risk, the character that caused the Risk must make a saving throw for each Risk gained that put the group *over* a total of 3 Risk.

For example, if the group is at 0 Risk and 4 is gained, 1 saving throw must be rolled. If the group is at 4 and 1 is gained, 1 saving throw must be rolled.

The result of the Saving Throw depends on what was rolled:

- ◆ 20 or Higher: Critical Success! Stop making additional saving throws and reduce total Risk by 1. You are now "Safe" (see above).
- ◆ 10-19: You have succeeded in not screwing up! Bask in the glory that is the lack of failure. You are now "Safe" (see above).
- ◆ 1-9: You *Wake the Sentries!*

## WAKE THE SENTRIES!

When a player wakes the sentries, they have failed part of the challenge. Their character is moved to the beginning of the track, loses one healing surge, and Risk is reduced to 0. For the rest of the encounter, the character gains a +5 bonus to the skill group associated with the room they were in, and one of their allies takes a -5 penalty.