

Timekeeping: 9-02 Case of Missing Persons

Hour Day 1 Actions and Notes

10. _____

11. _____

12. *Respani at the Drunken Morlock* _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. *Respani at the Drunken Morlock* _____

19. *Respani at the Drunken Morlock* _____

20. _____

21. _____

22. _____

23. _____

24. _____

Skill Check DCs

Subtier	Easy	Avg	Hard
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3–4 (4 players)	13	16	19
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3–4 (5+ players)	14	17	20
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6–7 (4 players)	16	20	23
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6–7 (5+ players)	18	22	26
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Times and Dates

- 9 days ago: senators abducted
- 2 days ago: Almas contacts Petulengro
- 2 days ago: Ship (Drifting Current) arrives in port in Woodsedge
- 2 days ago: Prisoner carriage arrives at Lofton's office
- 1 day ago: Petulengro hears from Strongwell at docks about ship
- 1 day ago: Prisoner carriage leaves abandoned warehouse

Skill Modifiers

- Mention Eliza for +5 to one check, but -2 penalty to all other checks
- -2 penalty to all checks after the first day

Time Taken, by Action

- Traveling between locations: 30 minutes
- Buying gear/items: 2 hours
- Gather Information: 1d4 hours
- Stronwell searches for paperwork: 1 hour
- Walking to the fey's location in the Verduan Forest: 5 hours (one way)
- Searching for Lofton in Venza the Nick's body: 3 hours (only if they don't make friends with the fey)

Day 2

-2 penalty to all checks after the first day

Hour	Actions and Notes
10.	_____
11.	_____
12.	_____
13.	_____
14.	_____
15.	_____
16.	_____
17.	_____
18.	_____
19.	_____
20.	_____
21.	_____
22.	_____
23.	_____
24.	_____

Day 3

-2 penalty to all checks after the first day

Guards arrest Lofton. Run encounter C before B.

Hour	Actions and Notes
10.	_____
11.	_____
12.	_____
13.	_____
14.	_____
15.	_____
16.	_____
17.	_____
18.	_____
19.	_____
20.	_____
21.	_____
22.	_____
23.	_____
24.	_____