

PRIMARY SUCCESS: Recover notebook AND either convince Praetor OR rescue 3 miners

SECONDARY SUCCESS: Rescue 7 miners

DELAY

Seeking information about Sharrowsmith in Fort Bandu

Resting for the night

Being kicked out and having to go looking for information (1d2+1 days)

Getting lost in area B

FORT BANDU

Small stone walled frontier settlement on the northern edge of Sargava. Home to various mining companies, labourers and merchants with about 150 soldiers defending it.

Commander: Praetor Sylien, based at the Garrison, spartan quarters, maps, tables etc, grey haired, weather beaten elf warrior

Aspis Agent: Amersanus Valscoti, appears as a well refined chelaxian noble, noticeable limp, carries ebony cane topped by a black dragon

Social Challenge: Part 1

Why are you here, what can you accomplish, what do you know about this region or its people

Knowledge: Geography, Local, Nature or Survival, DC15/18, +2 if they cite info from knowledge checks

Social Challenge: Part 2

Do you have the power to succeed where Sharrowsmith failed?

CMB, Caster Level or Spellcraft check, DC16/19

Social Challenge: Part 3

Demonstrate subtlety, subterfuge or an understanding of the region

Bluff, Diplomacy, Knowledge: History or Sleight of Hand, DC16/19

Social Challenge: Part 4 Convince the Praetor

Diplomacy DC20/24, +2 pre successful previous challenge

Success and he shares his intelligence, win by 5 or more and gives each PC a potion of endure elements.

Failure by 4 or less and he wont help but allows them to stay a few days, fail by 5 or more and he throws them out of the Fort. Either way they need to find other means of tracking Sharrowsmith.

Failure is 1 day delay, getting kicked out is 1d2+1 days

PART B: On the Trail

Dealing with the heat: 3 fort saves per day, morning, midday and afternoon

1-2 DC15/17/20, 4-5 DC 15/19/24

-4 if wearing any armour or heavy clothing

2d4 non lethal damage and heat stroke, fatigued,

DC15 survival to gain +2 to saves, one extra person per point beat DC by, move half speed

Can avoid by travelling at night but requires DC12/16 Survival to avoid becoming lost

B1: THE MINING CAMP

Overland travel speed: 30 base, 18 miles, 20 base 12 miles

20 mile journey

DC15 Perception to note the smell of decay

3 miners hiding in the supply shed, 1 if they have 1 delay, 0 if more than 1 delay, each has 1hp is starving and dehydrated

Kobold raiders took about 10 of their colleagues, info in journals if miners dead along with info on abundant hidden secret silver vein

Treasure: 1-2, 2 MW heavy picks, 1 MW heavy wooden shield, 4-5 +1 heavy pick

Faction: Save Golden Crown Miners or sell mine information to Deeptreasure Mining Co

B2 and B3: Journey to the Valley

15 mile journey, 20 base 8 miles, 30 base 12 miles

DC12/16 Survival to avoid becoming lost

Cooler on day 2, DC15 Fortitude or 1d4 non lethal and fatigued

Descending into the valley: 300' climb, DC14 Climb check, fail by 5 or more means 1d6x10' slide, 1d3 damage per 10'', DC15 survival to find hidden trail, DC20 linguistics to determine the stones call the valley Broken Blood and cirt Ashkurhall

C1: The Valley Floor

Heavy canopy, little light and no real undergrowth, 2 mile trek before they reach the clearing

DC20 Perception to notice humanoid skeletons, DC15 Knowledge Nature recognises plants as inanimate carnivorous heart eater blossoms, DC12 Knowledge Nature identifies Xtabays, DC17 to notice pollen

If 2 or fewer delay unconscious miner here at -3hp and stable

Treasure: +1 studded leather, MW scimitar, 2 potions clw, 4-5 +1 shadow studded leather

Miner knows Kobolds passed through with a dozen or so of her colleagues, unwilling to follow

C2: The Chasm

300' deep ravine across the entire length of the valley, scaffolding holding up the bridge

Treasure: Statues hold weapons, 1-2 mw longspear, mw light hammer, 4-5 +1 longspear, hammer of lightning

D: The Defaced Altar

DC12 Know Religion: altar once devoted to Torag

DC15 Perception, skeletons killed by something with powerful claws

DC20 Heal, wyvern bones centuries old, humanoid ones much more recent

DC12 Know Religion or DC 15 Sense Motive, preparing captives for some sort of sacrifice

7 miners, number left depends on delay

0-1: all

-2 miners per delay after the first

Can rally the miners to help as full round action, DC15/19 Diplomacy or Intimidate, they grant +2 to attack, damage and AC, +1 if less than 5 left, no benefit if only 1 left

Treasure: Handout 2, Elixir of Vision, Sharrowsmiths journals, he left Ashkurhall and went looking for the Krihirik

EXCHANGE FACTION

1. Sell logbooks and info about silvermine to Deeptreasure, DC15/19 Appraise, Diplomacy or Profession (merchant), if fail by 4 or less can...
2. Negotiate with Golden Crown, DC25 Appraise, Diplomacy or Profession (merchant). +2 per miner saved after the 1st, +10 if hand over logbooks, if fail by 4 or less can try to deal with Deeptreasure
3. Can gain both boons by selling log books to Deeptreasure and playing on saved miners with Golden Crown

