

**Parlay with Praetor Sylien**

	<u>Checks Allowed%</u>	<u>DC SubTier 1-2</u>	<u>DC SubTier 4-5</u>	<u>Bonus / Hindrance*</u>
Challenge 1: Case for presence and local acumen	Knowledge (geography, local, or nature) or Survival	15	18	+2 for citing know check results from page 5
Challenge 2: Combat prowess	caster level, combat maneuver (CMB), or Spellcraft	16	19	destruction of property = fail
Challenge 3: Use of subtlety, subterfuge, or historical context	Bluff, Diplomacy, Knowledge (history), or Sleight of Hand	16	19	
Final Check	Diplomacy	20	24	Cumulative +2 bonus for each previous success
	% or any skill PCs can come-up with a creative use for			* Good roleplay award +2 bonus on any check

Success = Praetor Sylien shares intelligence Sharrowsmith's likely whereabouts  
 Success exceed DC by 5+ = earns Potion Endure Elements  
 Fail by 4 or less = uninterested in providing assistance but allow to stay in Fort Bandu  
 Fail by 5 or more = Kicked out of Fort Bandu

**Calculating Delays (The following are considered delays)**

	<u>Delays</u>
1. All travel at a speed of 40 feet or faster	-1
2. Seeking information about Sharrowsmith's whereabouts in Fort Bandu	1
3. or Waiting until nightfall to leave the fort	1
4. Spending more than one day seeking information in Fort Bandu (cumulative with 2 and/or 3)	1
5. If kicked out of Fort Bandu talking to traders and merchants on the road (takes 1d2 +1 days to complete)Ⓜ	1d2 + 1
6. Getting Lost in Area B by leaving at nightfall - Survival ST 1-2 DC12, ST4-5 DC 16	1
7. Getting Lost in Area B no trails in B2 - Survival ST 1-2 DC12, ST4-5 DC 16	1
8. Resting to recover hit points and other daily resources	1
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*Add all delays and check Effects at each encounter*

**Area / Delays**

	<u>Effects of Delays</u>
B1. Mining Camp (0/1/2+ )	3 Miners alive / 1 Miner alive / All Miners dead
C1. Clearing Ruins (0-2/3+)	Miner alive / Miner dead
D. The Defaced Alter (0-1/2/3/4/5) (Boon for rallying the miners)	7 Miners alive / 5 alive / 3 alive / 1 alive / 0 alive +2 to atk, dmg, AC / +2 / +1 / 0 / 0

**Effects of Weather (Heat)**

	<u>DC SubTier 1-2</u>	<u>DC SubTier 4-5</u>
Day 1 Morning Fort Save	15	15
Day 1 Midday Fort Save	17	19
Day 1 Afternoon Fort Save	20	24
Day 2 All Day Fort Save	15	15
(Heavy clothing or armor of any sort take a -4 penalty on their saves) (Endure Elements negates)		
Fail = 2d4 nonlethal + Fatigued (Day 2 - 1d4 only)		