

PRIMARY SUCCESS: Recover Valgrims journal and return it to Benarry

SECONDARY SUCCESS: Gain 5 or more influence with Uliyara

Dealing with Uliyara

Conceals self with Misdirection and Hat with Magic Aura

DC24 Sense Motive or Perception: Nervous when talking about herself and is holding something back

DC36 Perception: Her appearance changes slightly each day

If a PC touches her DC11 Will save then DC26 Perception

A1: The Journey

Haltani tries to get to know PC's.

Scarab Sae sending from Tahonikepsu: "Scarab Scholar, I require your help. Find an ice diamond in Irrisen, high quality. Mined in Wintercruz, very rare. Bring to me. Possible Sage Jewel."

DC15 Local or Geography, only found in the hope lost mine 70 miles from Dalun

NB: Uliyara has some, will provide one if at least 5 influence points and PC expresses interest

A2: Border Guards

DC15 Perception to spot Ambush which grants +4 on profession check and reflex save.

Net 15' high, 30' wide. DC20 or 25 Profession (Sailor) check or boat entangled and DC15 reflex saves from all inside or prone. Net Hardness 0, 20hp

A3: Whiterook

Uliyara mutters about savages on arrival.

Halvor has scraps of uniforms, DC15 Nobility to recognise the insignia of Saarbotten, a nearby border town

Uliyara or DC20 Nobility or Local check identifies the each Irresenni town has its own independent forces

Halvor proposes raiding Dalun. Can convince him to consider peace with DC20 or 24 Diplomacy, +2 bonus for pointing out it wasn't Dalun who attacked. Uliyara aids and casts gallant inspiration if they fail (retroactive +2d4 to the roll). +14 perform act versus Perception/Sense Motive to detect spellcasting

If the PC's attack Halvor they lose automatically and get thrown out with their gear. Gain the negative boon Wereguild Thrall. Uliyara meets them and leads the past Dalun to Naldaks Point.

Halvor lets them sleep overnight, gives the group 2 potions of resist cold.

Area B: Dalun

If approaching with peace in mind Halvor grows enraged as they draw closer and considers attacking.

DC15 Sense Motive: Diplomacy liable to be difficult

DC25 or 29 Diplomacy

DC15 or 19 Bluff

DC15 or 19 Intimidate

If they attack PC's end up having to fight guards. Uliyara leaves. If the PC's have at least 3 Influence with her she messages them to meet her East of town. If the Ulfen attack then the PC's cannot enter town. If they fight the guards add an extra Dalun guard to the final encounter.

If the PC's evaded the Ulfen or convince Halvor to be peaceful Uliyara ensures their safe entry with message spell to the guards. She provides the PC's with the names of various prominent merchants including Alexei Kartov, jewel merchant. DC 20 Profession Merchant or Diplomacy to make favourable trade deals.

Scarab Sages: Track down Alexei with DC10 gather info, DC20 Diplomacy or Profession Merchant to buy from him, failure costs letter of credit and 100/300gp instead.

Uliyara also asks PC's to speak to Baroness Nadya, a local ruler. Sitting in ice sculpture garden outside of Palace. Must give up weapons. Uliyara tell them to tell her that Haltani sent them. DC17 Bluff or Diplomacy to get permission to explore, 22 if they don't use pass phrase.

If they fail she still gives permission but adds an extra guard to the group following them.

Area C: Naldaks Point

Three hour hike. DC18 survival to avoid getting lost, +4 if Uliyara is with them. Failure means lost for an hour before making a further check. Fort save each hour, DC15+1 per check or 1d6 nonlethal which cannot be healed until out of the cold. Cold weather gear adds +5 to the save.

C1: Wolfs Choice

Wall of ice, clay can melt through in 2 hours, 1 with DC15 Engineering check. Otherwise hardness 0, 3600hp and anyone hacking through is fatigued until they rest for 8 hours. Rigrory approaches once they break through.

C2: Foyer

Coated in ice, difficult terrain, +5 to acrobatics DC's

C3: Hidden Cache

DC20 or 24 Perception to locate.

Treasure: MW Heavy Steel Shield, Heavy Crossbow, +1 repeating in tier 4-5

C4: Lost Point

Coated in ice, difficult terrain, +5 to acrobatics DC's

C5: Guard Post

DC25 disable device to open cage, nothing here

C6: Entombed in Ice

Treasure: MW Dwarven War Axe, +1 in tier 4-5

Pack contains his diary with the story of Naldaks Point and Hao Jin

DC15 Local or History, the beard clasp bears some social significance as mark of a clan leader, DC15 Nobility or Linguistics marks King Gutheran's family line

FOLLOWED

NB: 1 extra guard if they fight the Guards at Daluns gate or fail check with Baroness Nadya

Can avoid combat with Diplomacy, DC22 or 27. If Uliyara is alive and with them they gain a bonus each to twice their number of influence points. If they attack first Uliyara tries to get them to stop and the PC's lose 3 influence points. Kiryena still willing to talk.

If they fail to convince her she gives them a chance to come along peacefully. Strips them of weapons, potions and combat gear and escort them to Dalun. Nadya releases them eventually but takes the journal. She forbids Uliyara from further involvement with the society and they lose all Influence and gain 0 fame or prestige. Nadya returns all of their gear.

If they decide to fight Uliyara sides with Kiryena and they lose all Influence with her and therefore lose the secondary success and Warm Friend boon.

FACTION NOTES

Grand Lodge:

Obtain and fully identify the beard band in C6 granting the Naldak's Legacy boon

Scarab Sages:

Acquire and ice diamond from Kartow or Uliyara to gain the Icy Jewel Recovery boon

General:

Fulfilling the secondary success grants the Warm Friend in a Cold Land boon

REPORTING NOTES:

A: PC's earn 5 or more influence points

B: Scarab Sage PC acquires Uliyara's ice diamond necklace

C: Scarab Sage PC acquires an ice diamond from Kartov