

*Your journey to Sydanjaa is as eventful as you choose to make it – but something must have happened for it to take three months to get there and back again! You're free to invent tales of floods, bears, Artoks and the like, including the following:*

*Otso Fine-Scar takes a lot of effort to care for, and his pace is slow and painful – but you have the Thule to thank for casting Rivers of Life on the territory, for the waters are sweet, and though you grow tired and cold, no sickness drags you down.*

*But you spend a lot of time hiding from Jotun patrols. You're good and you're lucky, until you notice one patrol following you at distance for some time, near to Sydanjaa. They stop and seem to watch as the three of you disappear from sight into the blizzard, and as the two of you emerge again. And then, while you're frozen, weak and sick, they simply walk up to you and ask whether you're going to fight or come with them.*

*The Yegarra scouts walk you south. They are a mixed band of humans and orcs under an orc captain. Their behaviour is incurious and taciturn – they're interested only in delivering you to their Jarl. But they treat you with respect, feeding you the same hard tack, salt-meat and bitter ale as they eat and drink. You're not tied up, but you're not allowed to go out of sight. If you become defiant or attempt to escape, you're beaten until you stop trying – but there's no savagery in it. Their job is to take you to their Jarl, and they take it very seriously.*

*Please be at GOD at 6:00pm on Friday evening, where a Ref will take you to an encounter tent.*