House of Fire and Flame

*There is also an offer of assistance in the west of Kahraman that comes from an unexpected quarter. Despite the fact that*[*The Hammer of Fire and Stone*](https://www.profounddecisions.co.uk/empire-wiki/Estavus)*appear to be providig the Jotun with asssitance, the Bronze Artisan seems keen to offer the support to the Empire also. Heralds from the Forges of Shikaal, calling themselves the House of Fire and Flame, have an unusual offer. These servants of the Forgemistress Estavus have extensive independence and their 'house' is freed to operate outside of their eternal's direct auspices. The short time in which civil servants had to speak with them suggests that these heralds are unaware of events happening in distant Skallahn, and if they do know, they certainly don't care about the help bring provided by the Towers of Calx and Coom to the Jotun.*

*The emissaries are metal-skinned creatures, dressed in the garb of blacksmiths, complete with leather aprons. Belligerent, and obstinate to the point of rudeness, they begrudgingly, and at length, explain a "business proposition". Importantly, and with a small suggestion of glee, they note that when the House of Fire and Flame march in open conflict their services turn to the removal of enemy defences. It is obvious, they bluntly point out, that Kahraman has a problem with its border and despite the towering peaks all along its' northern regions, it is far too easy for enemies to move in and steal the wealth of the territory, or indeed capture the land itself. The House proposes a plan to the Empire that will see them bring down the passes into Serra Damata by utilising the abundance of material of Red Pinnacle, a towering peak of rust-coloured rock that keeps watch at the trijuncture of Reinos, Liathaven and Kahraman. This would prevent the movement of armies between the three territories until a way was found to clear the passes.*

* 3 hits
* 4 personal mana
* Artisan
* Autumn Lore 4
  + Spend 5 minutes to cast a ritual to enchant a magical rondure device
* You are heralds from the House of Fire and Flame
* You are grumpy, belligerent and obstinate to the point of rudeness
* You are businesspeople and possessed of a salesperson’s cunning for a good deal
* No armour – you are ritualist artisans
* Cost to enchant a \_SINGLE\_ rondure = 20 Beggar’s Lye or 25 of any other mine/forest resources
* You can be bargained down – if they want to craft multiple at once for instance – but you want to aim for the reserve price above
  + MINIMUM = 18 Beggar’s Lye or 22 of any other resource
  + No combination of resources – you will only accept payment in one resource
* It takes 5 minutes to enchant a rondure
  + Call on Estavus – The Forgemistress, Prince of Skikaal, The Bronze Artisan
  + Evoke concepts of Trade, Prosperity, Binding, Craftmanship
* One of you is willing to show the players the way to where the rondures need to be set
  + SHOTGUN GLADE
* One of you will then need to ‘set the charges’ by popping the balloons in place to release the alchemical liquids within
  + You want to make it REALLY clear that they should not stick around for this!

We will then release smoke around SHOTGUN and then trigger a BIG BANG