events

Goblin Burrow(Grind)

**Event Type:** Side Quest

**Duration:** 1 day

**Description:** Now that spring has arrived the goblins in the surrounding forest are once again becoming active. Not enough threat to cause the guard to hunt them down, but they are known to cause trouble and steal from farms. There are a dozen or so burrows that are scattered throughout the forest of various sizes. Each one destroyed is worth some money based on size.

**Encounter:** 7 goblins/15 goblins

**Reward:** 15gold 150xp/ 30gold 300xp

Entertainer

**Event Type:** Side Quest

**Duration:** 1 night

**Description:** The Slyphas Inn has an opening one of the festival nights for an entertainer of some kind

**Reward:** Free high end room, 30xp, 1/5/20 silver in tips

**Check:** 1/10/16 performance

Healer

**Event Type:** Side Quest

**Duration:** 3 days

**Description:** The town is willing to pay any healers to be on call because the festivities tend to get out fo hand and someone usually gets hurt.

**Reward:** 2 gold a day 25xp

Bear Attack

**Event Type:** Side Quest

**Duration:** 1 days

**Description:** A brown bear has been wandering around town adding to the already stressed out village, track it down and kill it.

**Reward:** 10 gold 150xp

Taslosa Guard

**Event Type:** Side Quest

**Duration:**  unlimited

**Description:**

**Reward:** 30 gold 400 xp

## Archived

Raid on the Red Cabal

**Event Type:** Main Story

**Duration:** one day

**Description:** The party tells Adsalor about the Red Cabal and how they learned they were under the city. Adsalor says how the only thing under the city is the sewer system, but all entrances are under constant surveillance. And only people other than himself that have access are the council members. Adsalor gets a raid party of twenty guards and heads to the sewer entrance. Where the guards stationed there open fire on Adsalor gravely wounding him.

**Encounter:**

Luminosa Guard

**Event Type:** Side Quest

**Duration:** One Month – four days a week

**Requirement:** Letter of recommendation

**Description:** An opportunity to gain some experience as a guard in one of the largest cities in Vanahiem. Daily patrols, peacekeeping, and reporting any suspicious activity, along with daily training and working under a mentor.

**Reward:** 20 gold 50xp

Final Resting Point

**Event Type:** Side Quest

**Location:** Two days away

**Description:** An old elf has a personal hideout that he likes to spend time alone in. However a large group of baboons has claimed the area and refuse to return it. Clear out the baboons. The old elf wants to spend his last moments watching the sunset.

**Quotes:**

* **“**I’ve lived my life, I’ve given my fortune away. I’ve seen much in my life time and accomplished much, Now I’ve spent my last few years in peaceful bliss, all that’s left is pick my final resting spot.”
* “You fine gentlemen seem like you could use the job, and are plenty capable. I don’t know what your situation is nor do I need to, I’ve lived long enough to know a group of adventurers when I see one.”

**Encounters**:

* 12 baboons

**Reward:** 80 gold 120xp

Preparing the Convoy

**Event Type:** Side Quest

**Duration:** Seven days

**Requirement:** Two characters max

**Description:** The convoy leader feels bad for having to charge the party so much so he figures he could hire them on to help load up over the next the week and could use that to reduce the cost of the fee.

**Checks:** 3/5 str or dex :10+

**Reward:**

* Succeed: 20 Gold 5xp
* Fail: 10 Gold

The Adventure Begins

**Event Type:** Main Story

**Date:** March 20th Fall

**Description**: Torrins gets a note from his buddy Zerreus who got it from an informant in Taslos, the note states that there have been many kidnappings over the last few months around Taslos. There was a body found at one of the coast towns, the body had large gashes and burn marks. Torrins has been getting bits and pieces of information leading in that direction over the past few years. After discussing with the party the party hears from someone that if they are going to try to travel to Taslos they have one of two paths. Travel to Luminosa and join a convoy, or take the risk traveling through the country on their own.

**Quotes:**

* “Torrins this is it, no more from me. Kith got into a fight after some petty theft and it escalated. He’s gone, who knows how long they’ll keep him locked up. We may never see him again, I’ve got a cousin in Luminosa whose running a successful bakery and has offered me a nice job. I can put in a good word for you, you should come put this crazy obsession before it gets you locked up or worse.” – Zerreus
* “Look lads, if you’re serious about this then I’d recommend you head to Luminosa and join one of them Trader’s guild convoys. The journey to Taslos is quite a long and dangerous one. I’ve done a couple of deals with them and I’m sure you could work something out.”

Journey to Luminosa

**Event Type:** Main Story

**Duration:** Three days

**Description:** There isn’t so much of a path as a general direction the party is following, the party has a map that lists important landmarks to lookout for as signs that they are on the right direction. As well as certain landmarks to steer clear of. Most of the creatures in this area will leave you alone so long as you leave them alone.

**Encounters**:

* Two badgers at night trying to steal rations
* Six baboons that try to get the party to take a long way around and add another half day of travel

The Convoy Part One

**Event Type:** Main Story

**Deadline:** April 1st

**Description:** The Traders guild is charging 25 gold a person to travel to Taslosa, the party has until the deadline to come up with the money or they have to wait until the next spring.

Investigating Disappearances Part One

**Event Type:** Main Story

**Duration:** 1-7 days

**Description:** The party either looks around for rumors, talks to the captain of the Taslosa guard or to a member of the city council regarding the disappearances. The learn that the most recent evidence was found in a town to the north. However, they turned the place upside down and couldn’t find anything.

**Checks:** searching for rumors, invest:16+ once a week

**Travel Distance:** Three days

Deal Maker

**Event Type:** Main Story

**Duration:** two days

**Description:** The party gets to the designated location, a day out from the town on a small hill overlooking the coast. They spend the night, not seeing the old man. In the morning a dark skinned man is standing on the edge of the hill looking off into the sunrise. Azilor introduces himself as the old man and explains to the party who he is and why he has taken interest in them. He offers a deal for his patronage, even if everyone refuses he offers a bit of information for free because he is interested to see how it plays out and lets the party know that Vaelthor the demon they hunt is in the city but is likely planning on leaving soon, taking a ship to another country. He lets them know that without his assistance they would die if they tried to fight Vaelthor head on.

Wolf Hunt(Grind)

**Event Type:** Side Quest

**Duration:** one+ days

**Description:** A local trader has gotten an order for a lot of clothing, and is willing to pay good money for each wolf pelt.

**Check:** 1/1 survival:10+

* Succeed: fight 1 wolf
* Fail: nothing

Reward: 2 gold

The Convoy Part Two

**Event Type:** Main Story

**Duration:** 14 days

**Description:** The party joins the convoy to journey to Taslosa and for the next two weeks the convoy provides them shelter, safety, and food. Until they reach the town Sylphas that they stop to refill on supplies and do some trading. The convoy stays a couple of extra days because of some festivities that are going on. There is singing and dancing that takes place as everyone joins in for the joyous occasion. The party sees that Nestix the gnome is also here and plans to join the convoy for journeying to Taslosa.

Talent Show

**Event Type:** Side Quest

**Duration:** One night

**Description:** The town is having its annual talent show and there is a cash prize for the 1st, 2nd, and 3rd places.

**Competitors:**

* Rila, singing: 17
* Genro, magic: 15
* Others, acrobatics/lute/juggling: 10

**Reward:** 5/2/1 gold

The Convoy Part Three

**Event Type:** Main Story

**Duration:** 11 days

**Description:** For the remaining 11 days of the journey the convoy is forced into a couple of confrontations with some less than agreeable monsters but their force is easily strong enough to force the monsters back. When the convoy reaches the city they are forced to spend the night outside it and in the morning spend the entire day doing a very thorough inspection on everyone and all of their goods.

Investigating Disappearances Part Two

**Event Type:** Main Story

**Duration:** one-seven days

**Description:** The party is investigating the incident from a couple of months ago. They are asking around looking for any clues that could lead them to their goal.

**Check:** A party investigation check

* 1+: seven days
* 25+: three days
* 37+: one day

Reward: The party meets an old man in a tavern who apparently was the one to find the body in the first place and he recounts the memory asking what the party is hoping to learn from this information. He then tells them that their story interests him and he has more information for them but he can’t give it here. He offers the party more information if they meet him in a location far outside the town.

Personal Tutor

**Event Type:** Side Story

**Duration:** Seven days

**Requirement:** Knowledge of magic

**Description:** Phom is a young student of the magic arts, he has been struggling lately and if he doesn’t pass this next exam he will be forced to repeat the year. His parents can’t afford a real tutor but are willing to pay someone who could get him to pass.

**Checks:** 2/3 int:10+

**Reward:** 10 gold 50/100xp