events

Deadman’s Wasteland

**Event Type:** Obstacle

**Duration:** 3 days

**Description:** For the first month of the party’s journey is going well. Weather is going pretty good throughout most of spring. Then the ground begins to flatten out until it’s nothing more than bare wasteland and clouds begin to roll in and the snow begins to fall. Almost immediately it turns into a blizzard, the players can barely see. On the third day players need to roll a perception check 16 to notice a bunch of large shards of ice scattered across the ground.

**Check:** Con save 16

**Encounter:** 10 Ice Mephits

**Reward:** 10 gold 150xp

Wolf Attacking Sheep

**Event Type:** Side Quest

**Duration:** 1 night

**Description:** Artic wolves have been very aggressive over the past few days. They hunt at night and multiple shepherds have been injured and many sheep stolen. There are two main areas that need to be protected.

**Encounter:** 2 sets of 6 wolves

**Reward:** free room and board at the Grilgin Inn +Information on the Reduced-Threat Remorhaz

Reduced-Threat Remorhaz

**Event Type:** Hidden Quest

**Duration:** 1 day

**Description:** Grilmund mentions that the wolves typically don’t come this far east and is concerned that something forced them to move this way.

**Encounter:** 2 sets of 6 wolves

**Reward:** Free passage on ship home

Hand of Fate

**Event Type:** Town Actvity

**Duration:** 3 days

**Description:** Thuldrus Tavern is hosting a gambling event known as the Hand of Fate. Every player rolls 1d12 hidden and bets. Then the DM rolls 1d12 and everyone bets. Lastly everyone rolls 1d12 not-hidden and bets one last time. Buy in is 5/20/50 Gold. Players determine how many NPCs join in.

**Reward:** entire pot

Taslosa Guard

**Event Type:** Side Quest

**Duration:**  unlimited

**Description:**

**Reward:** 30 gold 400 xp

## Archived