**Bad Hunt** A (giant) eagle swoops in and grabs a familiar/animal companion and drags them off into the sky and up and away. If it gets away it will bring it to its nest quite a way up on a cliff. The challenge is getting up there to save their beloved without falling off as the eagles (there will be a pair here) protect their nest and young.

**Blast from the Past –** you encounter a dark lake, person who touches water suffersone random previous encounter, on his own

Caravan Family - Alchemist

Cartographer – helpful priest

Cleaner – use an old man from astral

Deaf not Dim – Purgatory

Dinner Raid – use orc stats if party is low lvl

Duke’s Aid – wine of gods(brimstone card CARE IT MAY KILL CHARACTER)

Magistrates – little devil

Ogre and the Babe – change to ogre Tomas

Silk Isn’t No Game - Cave of wonders (1d10dmg on fail, start at 18, down 1 each time)

Spooked – Burning building

Sticky Brandwick – blacksmiths on the road

Tax Collector- magic weapon trader

The Brains and the Prophecy – fallen treasure, common magic item, dc15 acrobatics

The Long Game – <https://hand-of-fate-2.fandom.com/wiki/Duel>

The Spear in Amber - <https://hand-of-fate-2.fandom.com/wiki/Cunning_Man>

Thirst for Kindness - -60% of current hp

Tit for Tat - <https://hand-of-fate-2.fandom.com/wiki/Field_of_Fae>

Traffic Hours - <https://hand-of-fate-2.fandom.com/wiki/Town_of_Corruption> only after infection spreading

Troupe - <https://hand-of-fate-2.fandom.com/wiki/Pauper_Dilemma> only after infection

Unfaithful Stories – <https://hand-of-fate-2.fandom.com/wiki/Confused_Thief>

Washed Away - <https://hand-of-fate-2.fandom.com/wiki/Scouting_Party>

Wrong Turn - <https://hand-of-fate-2.fandom.com/wiki/Fame_and_Shame>

Wrong Way Around – modify this to smth doable, otherwise it’s tpk

Young Fun – and a blessing