1. **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.
2. **Blast from the Past –** you encounter a dark lake, person who touches water suffersone random previous encounter, on his own
3. Caravan Family - Alchemist
4. Cartographer – helpful priest
5. Cleaner – use an old man from astral
6. Deaf not Dim – Purgatory
7. Dinner Raid – use orc stats if party is low lvl
8. Duke’s Aid – wine of gods(brimstone card CARE IT MAY KILL CHARACTER)
9. Magistrates – little devil
10. Ogre and the Babe – change to ogre Tomas
11. Silk Isn’t No Game - Cave of wonders (1d10dmg on fail, start at 18, down 1 each time)
12. Spooked – Burning building
13. Sticky Brandwick – blacksmiths on the road
14. Tax Collector- magic weapon trader
15. The Brains and the Prophecy – fallen treasure, common magic item, dc15 acrobatics
16. The Long Game – <https://hand-of-fate-2.fandom.com/wiki/Duel>
17. The Spear in Amber - <https://hand-of-fate-2.fandom.com/wiki/Cunning_Man>
18. Thirst for Kindness - -60% of current hp
19. Tit for Tat - <https://hand-of-fate-2.fandom.com/wiki/Field_of_Fae>
20. Traffic Hours - <https://hand-of-fate-2.fandom.com/wiki/Town_of_Corruption> only after infection spreading
21. Troupe - <https://hand-of-fate-2.fandom.com/wiki/Pauper_Dilemma> only after infection
22. Unfaithful Stories – <https://hand-of-fate-2.fandom.com/wiki/Confused_Thief>
23. Washed Away - <https://hand-of-fate-2.fandom.com/wiki/Scouting_Party>
24. Wrong Turn - <https://hand-of-fate-2.fandom.com/wiki/Fame_and_Shame>
25. Wrong Way Around – modify this to smth doable, otherwise it’s tpk
26. Young Fun – and a blessing
27. **Elvish blast -** a party encounter astral mist, it transports them to elven concentration camp for 15 real time minutes (show it to party).
28. **Elvish aviation –** elvish scout plane
29. **Lost squad –** 3 elves with rifles (careful gun)