

Random encounters

Friendly Encounters

Battlefield

Description: Stumble upon a battle just fought. Remains of the fight, random weapons, armor and drachs scattered about. *Area(s):* Anywhere

Broken Wheel

Description: Raster's caravan has a broken wheel. If someone in the party has tinker skill of at least 25 they will fix the wheel and Raster will give the party 100 drachs. *Area(s):* Roads



Dead Body

Description: Stumble across a dead body. Random weapon, piece of armor, and drachs. *Area(s):* Anywhere

Farmers

🏡 Ormir, Gittild (Farmers)

Description: Farmers whom the party can meet and make small talk with. *Area(s):* Roads

Hunters

🏹 Rairas, Heria and Elkas (Hunters)

Description: Hunters whom the party can meet and make small talk with. *Area(s) the party will encounter them:* Anywhere

Jalehar

Description: Jalehar is a traveling merchant. When the party encounters Jalehar, he is being attacked by Lupins. Upon saving him from the lupins, Jalehar will give the party Ancient Bone. The party will also be able to trade with Jalehar, who deals primarily in Ornate Armor. *Area(s):* Roads

Road Travelers

🏠 Ulaan (Hermit)
🏠 Enja (Bard)
🏠 Flaeus (Wanderer)

Description: There are a number of fellow travelers whom the party can meet and make small talk with. *Area(s):* Roads

Sancia

Description: When the party speaks to Sancia she will have a seizure. If the leader has medical skill of at least 36 they can remedy the seizure, if not she will die. If the leader successfully rescues Sancia they can tell her to see a doctor immediately. If the leader has a charisma of at least 15 she will do so. **+1SP**

Area(s): Roads

Sylkie Encounter

Description: See Sylkie on the bank of the river

Area(s): Close to the River

Travelling Merchants

- House Flam Merchant: Belus
- Vangesh Merchants: Setre, Tau

Description: Merchants whom the party can meet and barter with.

Area(s): Roads

Valley Travelers

- Penthesilia (House Liet Scholar)
- Unoro (River Pilgrim)
- Xenoclea (Thaumaturgist)
- Aanna (Druid)
- Venatio (Wanderer)
- Tauna (Zealous Druid)

Description: There are a number of fellow travelers whom the party can meet and make small talk with.

Area(s): Anywhere

Wild Topi

Description: Flock of wild topi run by.

Area(s): Anywhere

Hostile Encounters

Almost all hostile encounters can be avoided by boosting the right skills. See the [character creation/building](#) section.

A Thaumaturgist and his Golem

Area(s): Roads

Description: Malorian and his golem attack. Malorian is frail, but his golem is very powerful. Thaumaturgists in the party can also learn the [golem](#) ritual (*SPOILERS*).



Bandits

Area(s): Anywhere

Description: Bandits will attack by surrounding and ambushing the party or, if the party stumbles into them, a random number of bandits will be placed in a random formation

Bandits attacking a Caravan

Area(s): Roads

Description: The party may help fight off a number of bandits who have ambushed a caravan.



Creature Attacks

■ Lupins *Area(s):* Anywhere

■ Hoppers *Area(s):* Off road

■ Pennigers *Area(s):* Anywhere

■ Creepers *Area(s):* Off road

■ Mantids *Area(s):* Off road

■ Eyedrips *Area(s):* Close to mountains

■ River Dragons *Area(s):* Close to rivers

■ Bingos *Area(s):* Around Ironwood



Description: A random number of creatures of the same type attack. As time goes on, more creatures attack.

Dwellers

Area(s): Close to mountains

Description: Dwellers will attack by surrounding and ambushing the party or, if the party stumbles into them, a random number of Dwellers will be placed in a random formation

Fake Caravan Ambush

Area(s): Roads

Description: The party will stumble upon a caravan. The caravan master will ask the party for help with directions. If there is someone in the party with intelligence of at least 14 they will notice something unwholesome about the caravan master. If the party helps the caravan master with his map, they will be surrounded and ambushed. If they refuse to help, the caravan bandits will attack in scattered formation.