

The Centaur's Herd

TTRPG

A Scroll of Malevolence from the Church of Doom

#015



Vilaros, an elderly centaur with moose horns, is accompanying his small herd of 11 caribou east on a migration across the tundra. As the party crosses paths with him, the herd is attacked by a pack of winter wolves.

Environment

- * **[Winter Storm]** A nearby storm is sending howling winds and sheets of snow across the tundra, making it far easier for the wolves to sneak up on the old centaur and his herd.
- * **[Vilaros' Camp]** The centaur has set up camp in a small valley to let his herd graze. The camp consists of a massive teepee large enough for him to sleep in which he drags on a sled with the rest of his supplies. If the party is friendly, he offers them shelter and a warm meal inside his teepee.

Threats

- * **[Wolves]** The pack of winter wolves attacks at the most opportune time while Vilaros

- * and any characters are inside the teepee. Once they pounce, the herd's panicked calls give away their presence.
- * **[Pack Tactics]** Should the party intervene, the pack splits up into 2 groups. 1 group will harass the party and try to draw them away from the herd, while the other group tries to quickly bring down one of the weakest or slowest in the herd.

Timers

- * **[Worsening Storm]** The nearby storm worsens after 1d4 rounds, causing the winds to become so loud that characters are essentially deafened and their visibility is reduced to only 30 feet.

Treasures

- * **[Fey Cave]** If the party helps Vilaros in protecting his herd, he tells them of a sacred fey cave just a few miles back. It's entrance is shaped like a howling yeti.