

The Fantasy Trip® Quick Quest™ 4 The Caravan Raiders™



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“Welcome, friends!” The big, bearded man gestures expansively. “I’m Jedric Millerson, master of the Merchants’ Guild. I’m sure you’re wondering why my man intercepted you as you left our lovely town, hmmm?” He pulls a paper from his desk. “How’d you like to be heroes and fill up your purses? I need troubleshooters right now, and I’ll put it in writing.”

Master Millerson tells you about three recent raids on caravans between the duchies of Kel and Dran, near Ruby Town. Some loot from the second raid was found for sale on the *other side* of Dran, in the city of Tro; in fact, it seemed to arrive almost before it was taken. The third raid

was before dawn this morning; a small caravan was attacked about halfway to Ruby Town in the foothills of the Gargoyle Mountains, by humans, hobgoblins, and an ogre, who fired bows from the woods and then charged, overwhelming everyone. The two rear guards used their own bows a few times and then fled. They are the only known survivors of the raids.

The Guild is offering you \$500 per PC for the elimination of the bandits plus 10% of the value of any recovered items. Millerson will not offer any advance money, but he can be talked into \$200 apiece if the party asks for it.

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