

Caravan Quests

In this section you'll find the various Caravan Quests available. These quests are available at the start of Chapter 2 of each Campaign.

The Campaign Books will direct you to this section once they are available. There is a single Caravan Quest per Chapter of each Campaign. If you're currently in Chapter 2 you may not begin the Caravan Quest limited to Chapter 3 or 4. However, if you progress to a later Chapter in the Campaign you may complete Caravan Quests from previous Chapters.

When Caravan Quests are available, the 'Caravan Chip' is placed on the map of Isofar. After each Chapter of a Campaign the Caravan will move to a different node somewhere in Isofar!



To begin a Caravan Quest, move the Guards to the Caravan Chip and reference this section to begin the available quest immediately. If you decide not to start the quest at the Caravan, you continue following the instructions for the exploration phase. This means you would draw a chip from the Event Bag as normal. Just like standard Side Quests, you'll use the Scroll Chip to mark the next location of the quest. Once a Caravan Quest has been completed, you'll mark the square next to the quest with an "X" using a pencil, and remove the Scroll Chip from the map. The Caravan Chip remains on the map until the Campaign Book directs you to move it. Once completed, Caravan Quests cannot be repeated. Also note that no Bounty Quest, or other Side Quest may be in progress to begin a new Caravan Quest.

Some Caravan Quests have multiple parts (scenes). The text will instruct you to move the Scroll Chip to additional locations if required.

Parts



Pull up a chair and be amazed as the great bard Sethius weaves tales of heroism and valor from the days of the great sundering. Weep as he sings of the doomed love of Queen Tatiana and Salko. Be horrified as he tells of the treachery of Anwir. Catch up on all the latest happenings as the great Sethius relays new tales from his travels throughout Telios! The caravan of Sethius offers rest and a hot meal for weary travelers and, if you ask the right way, a glimpse at rare items of great mystery!



Campaign 1

Caravan Quest: Chapter 2



Quest Name

Page

Starting Node

Parts

Quest 1

114-117

Node 61



Caravan Quest: Chapter 3

Quest 2

118-122

Node 68



Caravan Quest: Chapter 4

Quest 3

123-125

Node 92



Campaign 2

Caravan Quest: Chapter 2



Quest Name	Page	Starting Node	Parts			
<u>Quest 1</u>	<u>127-131</u>	<u>Node 61</u>				

Caravan Quest: Chapter 3

<u>Quest 2</u>	<u>132-135</u>	<u>Node 68</u>				
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Caravan Quest: Chapter 4

<u>Quest 3</u>	<u>136-139</u>	<u>Node 92</u>				
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Campaign 3

Caravan Quest: Chapter 2



Quest Name

Page

Starting Node

Parts

Quest 1

141-143

Node 61



Caravan Quest: Chapter 3

Quest 2

144-146

Node 68



Caravan Quest: Chapter 4

Quest 3

147-149

Node 92



Campaign 4

Caravan Quest: Chapter 2



Quest Name	Page	Starting Node	Parts		
<u>Quest 1</u>	<u>151-153</u>	<u>Node 61</u>			

Caravan Quest: Chapter 3

<u>Quest 2</u>	<u>154-156</u>	<u>Node 68</u>				
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Caravan Quest: Chapter 4

<u>Quest 3</u>	<u>157-159</u>	<u>Node 92</u>			
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