

During their shift, they'll encounter a "merchant" with a wagon full of goods pulled by two horses.

- If the players try to search the cart, **the man will attempt to bribe the players** with 25 gold total to let him pass (He'll haggle all the way to a total of 100 gold).
- If the players refuse the bribe (or change their mind after receiving the bribe), the man will be visibly angry but stand aside and allow the search.
- There is nothing wrong with the cargo inside the wagon (It's all foodstuffs), however **underneath the wagon, there is some crates in a hidden storage area that contain an alarming amount of weapons** (swords and crossbows) padded with clothing and bedding to keep it quiet.
- **If the players find the concealed weapons, the man will attack!**
- If the man attacks, he will fight to the death.
- If a player goes down, Relief Guards will show up and intervene

Merciless Merchant

HP: 6 Armor: 2

STR: 14 DEX: 13 WIL: 10

- Chainmail Armor (Concealed beneath light robe); 2 Armor
- Poison Dagger (1d6 damage, Critical Damage: Poisons target). **If poisoned, the target must make a WIL save each turn until they succeed (even if unconscious). Upon failure, they take 1 additional damage that ignores Armor.**
- Throwing Daggers x3 (1d6, ranged)
- Coin Purse containing 100 gold (minus any amount of any bribe given)
- Cryptic Letter (the words make no sense, some type of code, unreadable)



Relief Guards (3 total)

HP: 4 Armor: 1

STR: 12 DEX: 10 WIL: 10

- Sword (1d8)
- Bow (1d6)