

Haven Cross

The

Adventurers

Guild

A Dungeons and Dragons module by Rafael Fiadi

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A note from the author

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A huge thanks to Graeme Hallet for reviewing this book. Make sure to check his adventures on <http://www.dmsguild.com/browse.php?author=Graeme%20Hallett>

Other books on the Haven Cross Module already published:

The Temple of Caecus & The Drunken Horse Inn

<http://www.dmsguild.com/product/190318/Haven-Cross-The-Temple-of-Caecus--The-Drunken-Horse-Inn>

Food Shaman Class

<http://www.dmsguild.com/product/188981/Food-Shaman-Class>

High Resolution Maps:

<http://www.dmsguild.com/product/187663/Haven-Cross-The-Adventurers-Guild--Map-Pack>

So, why all this information on a single Village?

The idea behind Haven Cross is to provide a flexible and fun experience to both players and DMs.

I want to provide as much information as possible to provide an immersive experience for the players without overwhelming a new DM.

I also try to keep it flexible, so it can be adjusted to most worlds or campaigns. You will notice that there are few physical description of the NPCs. This is to encourage the DMs to take ownership of the characters, giving them the faces and voices suited to his world.

There are maps of areas that might never be visited by the players, such as the higher levels of *Old Bill Wiseman's Tower* or the second floor of the *Adventurers Guild*. But, what if there is a rogue in the party who decides to sneak in during the night and explore those places, or a wizard PC who convinces *William Wise* to take him as an apprentice?

There are stats for doors and windows that might never be used, but what if a fight breaks out in *Jolly Momo's Inn* and a character tries to toss an NPC through the wooden grids protecting the windows?

It is good to have some guidelines so the DM feels that the whole world is interactive. The players can literally do whatever they want, or at least try.

What about the quests?

The quest I present here called *An Exhausting Delivery* is great for low level characters and very nice to introduce the game to new players.

Its intent is to present many mechanics of the game in a fun way, such as ability and skill checks, roleplaying interaction with NPCs, battles, traveling, resting and exhaustion levels.

However, the *Adventurers Guild* is much more than that. Quests that are designed for level 8 or lower characters can easily be adapted to be offered by the guild. I plan to publish many more adventures to be used with the Haven Cross Modules, but you can definitely adapt your favorite quest and get the players hooked to the adventure business.

I hope this book helps you to have a good time with your friends!

The history of Haven Cross and the Adventurer's Guild

It all started with Nathaniel Haven.

Nathaniel Haven is the fifth son of the noble Haven family, a wealthy and influential family. Having his older brothers to ensure the family's business and political interests, Nathaniel Haven was free from any expectations related to the future of his family, other than to proudly carry his name and never to fall into dishonor.

While his older brothers studied to lead the family, Nathaniel would spend his time horse riding, exploring the family lands and accompanying his father hunting. Even at his young age, Nathaniel showed great skill, handling weapons, tracking, and surviving in the wilderness.

His father was proud of Nathaniel's skills, and admired his eagerness to explore. He encouraged his son and hired expert trainers to improve his natural talents.

Soon, Nathaniel Haven was leading hunting parties of his own. He showed great skills in leading his companions. Even as a teenager he was respected and admired for his skills. "*Lord Haven*," he was called by his traveling companions, not only due to his noble family, but as a sign of respect.

Traveling far from home, first for days, then weeks, sometimes a full month, Nathaniel craved more.

He asked his father if he would be allowed to move out, and live in a land where he could find adventure. He asked to move far from any large city so he could explore the wilderness.

On his seventeenth birthday his wish was granted. His father allowed him to choose where to go, and promised to fund his expeditions with one condition; he would have to live in a safe place, somewhere his family could keep in touch and visit.

After consulting with the local scholars and listening to tales from traveling bards, the young Lord Haven made his choice. He decided where he would like to settle: far from any large civilization, in the intersection of two reasonably successful trading routes.

It was the perfect spot for him; untamed, wild, yet, accessible.

even tough merchant caravans would cross the area carefully, and under heavy guard, it could not be considered a safe place to live.

The Haven's family wealth made the young man's dream possible. His mother suggested commissioning a fortified outpost, and hiring guards to keep it safe, giving her beloved son a peaceful haven to retreat after his adventures.

Half a year later, the work was complete. Young Lord Haven packed one last time. The caravan with supplies was prepared, and the hired guards were ready to leave.

Before letting him go, Lord Haven's mother had a parting gift; a beautiful and expensive sword, said to have magical properties, which took all the influence of the Haven's family, and a good part of its wealth, to acquire.

Two of his childhood friends decided to join him and move to the outpost: William Wise, a student of magic, a few years older than Lord Haven, and John Mercy, an orphan that was taken in by the Haven family as a stable boy.

In the beginning they did not have to wander far from the outpost to find action. Many times they helped the guards fend off foes from the front gates. Once they endured being surrounded by gnolls for a few days, and a couple times faced bandits and retrieved supplies stolen from the caravans coming to the outpost.

As the years passed the presence of the numerous guards, and the expeditions of Lord Haven in the region slowly pacified the area near the outpost. Common folk saw the opportunity for a good life and started to move in.

The rich soil to the southwest was farmed. Traders and artisans settled closer to the outpost. Soon a small village was formed, right outside the outpost gates. They called it "*Haven Cross*," due to the proximity of the trading routes intersection. Still, the wild nature of the region could often be seen; kobolds would occasionally

The history of Haven Cross and the Adventurers Guild

bother the farmers, bandits would ambush unarmed travelers, beasts could wander close to the village from time to time, goblins would try something stupid once in a while, with ill consequences for them and a great inconvenience for the villagers.

Many years passed, and the village grew. Lord Haven, never opposed to folk settling near his outpost, and never paid much attention to the village as well. His heart was in the wilderness, his passion was to explore, and he would not spend much time in his fort. But every time he was home between his adventurers, the guards would report to him the hardships that the villagers would endure. He heard of farmers having their crops ruined and their houses burned down by goblins, and next day go in the woods to chop lumber and rebuild. He heard of merchants who were robbed while traveling to the outpost, and next time come back wielding crossbows and with trained dogs.

Lord Haven admired the backbone of the people who chose to live there. He also saw that the defenses of the outpost were not needed as much as before. The strength in numbers of the villagers were proving effective, and whenever the guards had to fend off enemies or wild beasts, they would do it outside the outpost gates, side by side with the villagers fighting to protect their families.

Ten years passed since the first villagers start to settle. Lord Haven was now an experienced man, and decided that it was time for changes in his outpost. At that time his good friend William Wise was showing a greater interest in his books than on adventures, and John Mercy showed interest in the village commerce.

After a long conversation with both of them he decided for a drastic change. He gathered the villagers and announced that from now on the guards would not only protect his outpost, but they would ensure the safety of the village.

The guards no longer had to sleep in the outpost; many of them had married with local

woman, other brought their family to start a living in the village, once it was safe enough. Without the limitation of the guild barracks, more guards could be hired. Many of the new hires were the sons of veteran guards, who served Lord Haven for so many years.

Lord Haven ordered the essential business to move closer to the outpost gates, and a wooden wall with watchtowers to be built around this commercial center; this should help to keep it safe and discourage robbers in the area.

The villagers were thankful for Lord Haven's decision, and eager to help with the changes.

Right in the center of the walled section, a tower was commissioned. It would be the residence and library of William Wise.

In front of Lord Haven's outpost a warehouse and general store was built, and John Mercy took charge of the business.

Iron ore was discovered in the southeast mountains, an iron mine begun to function.

Trade in the region flourished. The village quickly grew.

It was not long before an inn was established, many travelers could now spend the night in the only safe grounds for hundreds of miles.

Adventurers started to come to the village and rest between their quests.

Nathaniel Haven saw a great opportunity to make new friends and acquire companions for his quests. He decided to repurpose his outpost.

The guards and the staff no longer had to live there, they all had their own houses, either with their families or sharing between themselves.

He started giving shelter, and access to the facilities of his outpost, to the adventurers who were helping the local populace, and so he met many skillful individuals who would accompany him in his quests.

The history of Haven Cross and the Adventurers Guild

Soon, the populace would turn to Lord Haven asking for help with all kinds of problems they could not handle themselves.

It was William Wise who saw the opportunity to create a guild that would benefit the town, the adventurers, and Lord Haven.

He proposed to register the willing adventurers and gauge their skills, to take the requests of the townsfolk and to offer rewards to those capable of handling it.

William Wise was excited with the idea, he took it on himself to create the bureaucratic systems to make it work.

Great changes were made to the outpost and to William's tower. Ideas flew back and forth between Lord Haven, William Wise, and John Mercy, and a system was put in place.

And so, the Adventurers Guild of Haven Cross was founded.

That was 10 years ago, 40 years after Lord Haven and his companions first arrived in the outpost, and this is when our adventure takes place.

The village prospers but the hardships of the wild lands nearby are well known to the populace; many have been born here.

The guards are respected and loved by the population. The adventurers are mostly seen as a helping hand in times of need, and are treated with respect and courtesy.

Most of the guards who first came to the outpost have retired or passed away, but many of their sons, and even grandsons, are now loyal, well trained fighters, serving Lord Haven.

Those who settled in Haven Cross are mostly humans, but everyone is welcome. It is not uncommon to see Half-Orcs working in the taverns, Dwarves in the mines and forges, Half-Elf hunters, Gnome inventors...

And the guild welcomes all!



Joining the Guild

The process of joining the guild can be a good way to introduce the PCs and let them learn a little about each other.

To join the guild, the PCs must register in the Old Bill Wiseman's Tower (MAP). They can receive this information from anybody in town if they ask about it.

If they arrive at the tower during the day, the front gate will be open and the main door unlocked. The clerks will gladly explain how the guild works, and answer questions about the village.

There might be other adventurers there in the tower talking to the clerks or to William Wise (NPC).

If the PCs request to join the guild, the clerks will register them by asking their names and ages, and one of the clerks will make a sketch of their faces. Each PC will then be handed a scroll that has their names, faces and ages.

The clerks will advise the adventurers to look for Samuel Wyrmsshadow (NPC) in the Training Grounds during the afternoon. The PCs are instructed to hand him the scrolls, so he can evaluate the skills of the adventurers in order to offer proper assignments.

After being evaluated, if they bring back the scrolls they will be offered a quest to prove their commitment to the guild.

If the quest is completed they will become guild members.

If they fail, they might be given another chance on a different quest.

The Evaluation

Samuel Wyrmsshadow (NPC) will be in the training grounds in the afternoons, instructing, training and practicing with the guards.

The training grounds are near the Guild.

If the PCs are already registered with the guild and hand Samuel the scrolls, he will ask them about their professions and their pasts, and ask them to show their skills.

The training grounds have archery targets, practice dummies, an obstacle course and guards, willing to spar with wooden weapons or in unarmed combat.

It is not a test. Samuel Wyrmsshadow (NPC) will be friendly and explain that the reason is to make sure that the guild will assign tasks to the adventurers better qualified to fulfill them. He will also say that *"You never know what kind of trouble will arise, and the guild can use warriors and diplomats alike"*.

The DM can ask the characters to show their skills by attacking the targets and training dummies, by sparring with the guards, performing on the obstacle course, persuading the guards to do something for them (sing a song, do a hand-stand, dance, etc.), approaching a training guard without being seen, or any other actions that allows the players to demonstrate their characters' strengths.

Once they are done, Samuel will write on their scroll and tell them to return to the Old Bill Wiseman's Tower (Location).

Samuel Wyrmsshadow (NPC) will be upset if a guard is hurt on purpose, but he will be forgiving with accidents. In any case if anybody gets seriously hurt, he will order some of the guards to take the injured person to the Temple of the Blind God (Location) for healing.

Accepting Quests and Rewards

The idea behind this quest system is to make the experience in Haven Cross immersive. The characters will have to interact with the local NPCs, visit different locations, and worry about collecting proof of their quests. This can make adventuring more interesting,

It also gives the opportunity for free time in the village while waiting for the rewards. The NPCs who will present the rewards might not be readily available and the PCs can interact with the town in the meantime.

Near Haven Cross, anything can happen. The quests might be simple and quick, such as killing a monster that has been terrorizing the farmers, as complex and lengthy as investigating the disappearance of miners in the mountains, or anything in between.

The wilderness near Haven Cross has several and diverse biomes: forests to the northeast, mountains to the southeast, swamps, hills, forgotten dungeons from ancient civilizations, rivers and caves.

The DM can adapt his favorite adventures, or any part of them, to be offered by the guild.

Once the PCs ask for tasks at the Old Bill Wiseman's Tower (Location) the DM can offer them different quests to choose from, or pick a single one he prepared for the current session.

The clerks will go through some bureaucratic work by looking into the characters' records, searching the files for the current tasks available, and present scrolls with the information on the quest for the PCs to evaluate and decide if they accept it.

The clerks will have basic information on the location and distance of the different assignments, but little information on the specifics of the quest.

They will suggest to the PCs to talk with other adventurers, or with John Mercy (NPC) for more information on what to expect on the quests.

Once a quest is fulfilled the PCs will have to report back to the Old Bill Wiseman's Tower (Location) with proof of their success. It can be the head of a slain monster, a retrieved item, a respected citizen accompanying them to vouch for their success, or anything the DM judges will be enough proof.

If they cannot prove that they have been successful, the clerks will call William Wise (NPC) to evaluate the situation.

If necessary, William will invite them to the garden besides the tower, to seat in the gazebo and chat. Depending on the situation he might suggest to use his Orb of Truth, explaining that it should be enough evidence.

If the characters refuse, he will inform them that the Orb of Truth is the easiest solution in the absence of other evidence, but will not push the matter further, and will let the characters go and seek evidence of their did.

If the reward for the quest was money, the clerks will present a sealed scroll and inform them to give it to Malcolm Vimes (NPC) in the Adventurers Guild (Location). If the reward was not money, the DM can decide how it is given, and adjust it to be given by William Wise (NPC) or maybe Lord Haven (NPC) himself.



The Guild Ranks

The guild has a ranking system. It is another way to motivate the players and reward their advancement in the game.

I recommend advancing the character ranks in between leveling, as the leveling itself is already a great reward, but it is at the DMs discretion when to advance their ranks. The DM could advance them after a few short quests, after a long and difficult quest, or when they perform extremely well during one session and deserve additional reward.

Ranks are marked by medals given to the characters. They are in different shapes and sizes, and can be worn around the neck, as a wristband, or made into a brooch.

This is one way to identify the ranks in the guild, but the DM can adjust it to match the settings in his world. A few examples of rank display are tattoos; scrolls that the characters must present; engraved bone shards; embroidery; jewelry; shoulder pads with crests.

The ranks are not a very good way to display the abilities or power of the guild members, but show more their dedication to the guild. Powerful adventurers might rarely accept quests while weaklings could be in search of action every week. The characters might come across all kinds of adventurers with different ranks.

Access to different parts of the guild is restricted by the ranks.

Once the characters fulfill the first quest given as a way to prove their skills, they will be given the first medal and will officially be guild members of the first tier.

1st Tier –Small steel medal with the guild's crest engraved.

On the first tier the characters will be allowed to:

- Pass through the guild gates and go in the ground level of the guild hall.
- Use the tents on the courtyard that are not occupied.
- Set their own tents near the east wall
- Purchase food in the guild's kitchen
- Use the well in the courtyard for water

2nd Tier –Medium steel medal with the guild's crest engraved twice.

On the second tier the characters will be allowed to access the first floor of the guild and use the library, plus all the benefits of the 1st tier.

3rd Tier – Large silver medal in the shape of the guild's crest.

On the third tier the character will have access to the basement and they no longer need to pay for food in the kitchen, plus the benefits of 1st and 2nd tiers.



Crime in Haven Cross

There is no written law in Haven Cross. Those who are caught stealing, damaging property, or being violent in any way, including fights in town, or murder, are going to be taken by the guards, or by Samuel Wyrmsshadow (NPC), to the cells in the basement of the guild. There they will have to wait for Lord Nathaniel Haven (NPC) to come to town to judge their crimes and pass the sentence.

It is known by the local folk that Lord Haven is fair and believes in second chances, and his sentences usually focus on amending what is wrong. Those caught stealing or damaging property might be sentence to repay double what they stole, working for the guild if they don't have money. Those fighting and hurting others might have to perform the injured person's work until they recover, or work for the temple while the priests heal them.

Murder is a serious matter. Even though the priest in town is able to resurrect the dead, it is not an easy task and it consumes a rare and expensive diamond, that might not be available.

Murder is judged carefully by Lord Haven, and he will consult all his friends before passing a sentence. Usually the verdict is to choose between decapitation by Lord Haven's sword, or a life sentence working in the Iron Mines, giving the whole payment to the deceased's family.

In some cases where the murder was justified he might sentence the accused to exile, or even allow to stay in town if the citizens are favorable to that.

In case the guards face danger, they will blow their horns to sound an alarm, an than use the bell to pinpoint the location.

In game terms that means that on the first round that the guards can act they will use their bonus action to blow the horn, and then every turn after that they will use the bonus action to ring the bell loudly.

At the beginning of the next turn that at least one guard is ringing the bell, more guards will arrive, up to a total of 30 guards. Those are the guards that are on call or patrolling.

The DM can decide how many guards arrive each turn or he can roll 1d4 on the beginning of second round, 2d4 the third, 3d4 the fourth and so on. Eventually, Samuel Wyrmsshadow (NPC) will arrive, and maybe even Lord Haven (NPC) or William Wise(NPC). That's at the DM discretion.

The townsfolk are brave and will defend themselves if necessary. If attacked they will first try to run and get the attention of the guards, and might even help the guards to subdue or grapple an enemy. If the citizens end up involved in a fight the DM can use the stats for commoners found on Monsters Manual pg345.



The Village of Haven Cross - Locations

I intend to publish additional content; individual books with detailed information on several locations in the village of Haven Cross, with maps, NPCs and the quests linked to them. Below is an overview of a few of those locations:

The General Store:

Run by John Mercy (NPC), it sells all sorts of adventuring gear. It is located in front of the Adventurers Guild. If asked he will give advice on what to purchase, such as bringing anti-venom when venturing in the swamps, climbing kits on the mountains, extra rations and tents on long travels.

The Drunken Horse Inn:

Located near the gates of the walled section, right across the stables. It's run by "*Ulumpha Kjanidush*", a female Orc that grunts instead of speaking, and her daughter "*Hilda Kjanidush Prayslee*" a half-orc that is beautiful and charming but has a masculine, rough and guttural voice.

Ulumpha was the *Kjainidush* of her tribe, or a "Food Shaman." It is a rare kind of alchemy using special ingredients to create food that will provide temporary magical abilities to those who consume it. She will prepare those special dishes and have them available for a hefty price once in a while.

Hilda is the daughter of Ulumpha and a human bard known as "*Handsome Prayslee*". She was conceived on a night when the bard tried beating Ulumpha in a drinking game, by using a magic potion to enhance his constitution before proposing the match. It did not turn as he expected; they both got completely drunk, and woke up in the same bed next morning.

The Stables:

Located near the gates of the walled section, right across the Drunken Horse Inn. Run by an elderly human lady called "*Margaret Baker*" who wields a whip and two hand crossbows.

The townsfolk say that even in her old age she is the best shot in town. There is a rumor that she used to raid caravans in her young age, nothing confirmed...

The temple of Caecus, the blind god:

Located alongside the Drunken Horse Inn. It is run by the priest "*Blind Egon*", a male human with a deep, calm voice, always wearing a blindfold. The temple is very simple but kept impeccably clean. There is always a mist created by special incense, limiting vision to 10feet.

The followers of Caecus believe in mercy and healing, and easing the pain of everyone who suffers, without looking at their past.

Egon performed the ritual of removing his eyes to become closer to his god. He doesn't talk about it.

If a character succeeds on a religion check they will know the following:

DC 12 - Caecus is a lesser god with few temples around the world. Even though he is a god of mercy, not all societies that accept the idea of caring for all, including the wicked and evil, without questioning it. Furthermore, a vow of blindness turn many priests wishing to make the world a better place to other gods.

DC 18 - They will know about the ritual of removing the eye-balls performed by the most devoted priests, even though it is kept a secret.

The Blacksmith:

Located near the west wall, inside the walled section of the town. It is run by "*Guldal Strongarm*" a male hill dwarf that refuses to speak with elves; his wife was killed by Drow and he judges all elves to be similar. Lord Haven made an agreement with him, allowing him to work in town as long as he serves everyone. If an elf approaches Guldal, he will tell them to "*Go away and do like all other elves in town; send someone on your behalf!*"

He has a child little girl called "*Lilly Strongarm*" she is cute and friendly to all, even elves.

Meeting Other Guild Members

Eventually, the PCs will meet other guild members. I recommend preparing a few NPCs before the session starts in case that happens.

The DM may prepare a character using the *“Player’s Handbook”*, choosing all the characteristics of the NPC from beginning to end, having full control of the personality, motivation, background and stats.

That is a good way for the DM to try out a specific class; he can have an NPC temporarily join the party and have fun in the fight encounters.

Another interesting method is to randomly create an individual or a group of NPCs. For that the *“Appendix B: Nonplayer Characters”* of the *“Monster Manual”* is extremely helpful.

Use dice rolls to define the NPCs. The table is weighted towards creating Humans with good alignments, but the dice rolls can be quite interesting,

After rolling for all the characteristics, come with a short background and motivation for the NPC, based on his traits. That is enough to have some memorable interactions that the players will remember. Below are three examples of NPCs created this way:

Mage; Human; Male; 1st Tier; Chaotic Good:
Mallark Buckman - Left the wizard school due to an altercation with his mentor, now he seeks to improve his magical powers on his own.

Scout ;Gnome; Female; 1st Tier; Lawful Evil
Breena Turen Pock - Travels the world looking for any kind of adventure. She is selfish and will do anything for her own profit, but respects hierarchy and law from fear of punishment. Joined the guild to make some money.

Gladiator; Human; Female; 2nd Tier; Lawful Good
Quara Falone – A famous entertainer on the staged battles in her country, Quara got tired of fame and fake battles, and decided to travel the world looking for real fights. She found home in the guild and have been with them for a few years.

For the Background and Stats I have marked the page on the *“Monster Manual”* where the stat blocks can be found:

Background and Stats 1d10:

- 1 Berserker (Pg 344)
- 2 Druid (Pg 346)
- 3 Gladiator (pg 346)
- 4 Knight (pg 347)
- 5 Mage (pg 347)
- 6 Priest (pg 348)
- 7 Scout (pg 349)
- 8 Spy (pg 349)
- 9 Thug (pg 350)
- 10 Veteran (pg 350)

Race 1d20:

- 1 to 12 Human
- 13 Dwarf
- 14 Elf
- 15 Halfling
- 16 Dragonborn
- 17 Gnome
- 18 Half-Elf
- 19 Half-Orc
- 20 Tiefling

Gender 1d4:

- | | |
|---------|--------|
| 1 and 2 | Male |
| 3 and 4 | Female |

Guild Rank 1d4:

- | | |
|---------|----------------------|
| 1 and 2 | 1 st Tier |
| 3 | 2 nd Tier |
| 4 | 3 rd Tier |

Alignment 1d20:

- | | |
|----------|-----------------|
| 1 to 5 | Lawful Good |
| 6 to 9 | Neutral Good |
| 10 to 12 | Chaotic Good |
| 13 to 15 | Lawful Neutral |
| 15 to 16 | Neutral |
| 17 | Chaotic Neutral |
| 18 | Lawful Evil |
| 19 | Neutral Evil |
| 20 | Chaotic Evil |

Quest: An Exhausting Delivery | 1 to 6 players | Level 1 to 4 | pg1

This adventure is suited for low level characters. It is great for introducing new players to skill checks, exhaustion and the value of a good night of sleep in a safe place.

In a nutshell

The Adventurers Guild needs someone to venture into the forest, deliver a package to an alchemist and bring back a box from him.

This should be an easy task. The PCs get to the alchemist's lab and all seems fine, but once they start their journey back, things get weird.

A Violet Faerie Dragon (*Monster Manual pg133*) decides to have fun. It uses its magic to make them lost, then follows and watches them for entertainment.

Every time the PCs try to sleep, something happens and wakes them up, making sure that they have at least one level of exhaustion all the time.

Once they are exhausted, they face different scenarios in the woods testing their skills, now with disadvantage. The possibility of hilarious outcomes is great.

They will eventually find their way back to the main road, and will be quite close to an inn when it happens. By my experience, spending the night in the inn will be a great reward for the players, especially if the adventure stretched for a long time without a good night of sleep for the PCs.

Running the quest

Keep the PCs alive! It is important to choose which combat encounters to throw at them to minimize a chance of TPK. Even though there can be fight encounters, this adventure is to put their skills to the test. If they are low in HP avoid a fight until they can heal.

Once they try heading back to the trail, the Faerie Dragon will meet them, making them lost in the woods.

Once lost, every time they try to sleep something will interrupt them.

At that point you can choose the order of the encounters.

In the end the Faerie Dragon will present himself and offer the PCs to either guide them back to the road, or take them to a trickster bard's challenge to retrieve an amazing treasure, which the PCs can keep.

Even when all the encounters are over, don't let the party sleep until they reach the tavern. Having a good night of sleep in the inn is part of the reward.

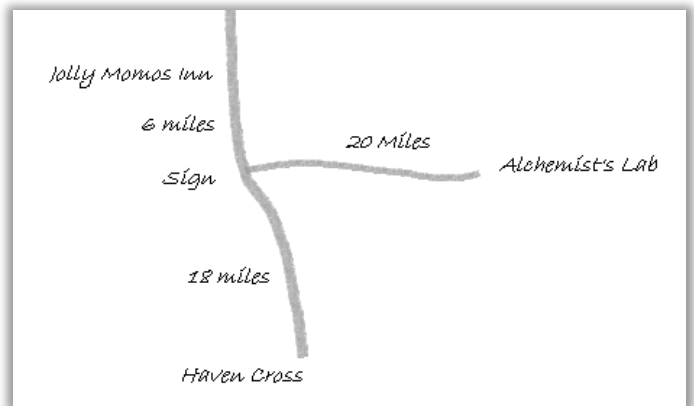
Beginning the quest

This quest can be given as the entry test to join the guild, or it can be available for the player to choose later on.

The clerks will present the scroll with details of the quest. If the PCs accept, the clerks will hand them a small sealed package and ask if they know how to get to the alchemist's lab.

They will inform the party that it is roughly two days travel to get there, considering a normal pace traveling at eight hours per day.

The clerks will instruct them to follow the north road until they see a sign reading "Jolly Momo's Inn - 6 miles", near the sign there will be a trail leading into the forest to the alchemist's lab. It is a long trail, about 20 miles, but easy to follow. The clerks can sketch a map:



That is all the information the clerks can give. If the PCs have further questions about the road or the trail, the clerks will inform them that they do not wander far from town. The clerks will recommend speaking with John Mercy (NPC) or one of the more experienced adventurers.

The clerks do not know what is inside the package or what is in the box that they need to bring back.

If the PCs break the seal and open the package they will find 5 platinum coins and a note "*Payment for one large box of the special incense for the temple*" signed by John Mercy

On the Road

At a normal travel pace it will take 6 hours to reach the sign and the beginning of the path leading into the woods. There the PCs can choose if they take the trail into the forest or if they keep on to the Jolly Momo's Inn (MAP).

It is 2 hours travel to the inn. There they can buy food and pay for a room.

During the travel the DM can roll or choose encounters from the Random Encounters – Road (Table). I would avoid the Bandits encounter unless the PCs are on the way to the Inn, so they can rest after the possible battle.

The Forest Trail

The trail is small but well-marked. It seems that a small wagon travels this trail once in a while. It is a long path and the environment is consistent the whole time. If the characters stop to make camp and spend the night in the trail, the DM might roll on the Easy Combat Encounters – Forest (Table) before they start to sleep, so they can recover during night.

By the end of the trail they will arrive at the Alchemist Lab Campsite (MAP)

The Alchemist's Lab

Nifiz Keensmell (NPC) is a male gnome that has an Alchemist Lab (MAP) in the middle of the woods. He works mainly for the adventurers guild creating potions on-demand.

His actual home is 3 days travel from the lab, hidden in the forest. He comes from time to time to his lab to prepare potions and meet the courier from the guild that will pick them up and deliver the requests for next month.

When the characters arrive at the end of the trail, they will see a small camping site with a water well a fire pit and leveled ground for tents.

There is a small chimney popping out the ground near the roots of a large tree. It is blowing colorful smoke.

The lab's door is hidden amongst the roots of the tree. It is a small door, 4ft tall, but it is not difficult to spot.

Nifiz is in the lab working. He is friendly, will answer the door after a while and won't be surprised to see the PCs.

He will invite the characters into his lab for tea, and offer them some dry wood to set up the fire pit in the camping site.

His lab is in a burrow that is lit with bright light, coming from dozens of fluorescent mushrooms cultivated in the walls and ceiling. The ceiling is 5ft high, so taller characters will be uncomfortable standing there.

When given the package he will examine it. If the coins are still there he smiles and takes it.

If the coins are missing he will say that this is strange, and that his agreement with the guild is to always be paid in advance. The characters can try persuasion or deception if they have taken the coins.

He will explain that this is a special deliverly because last month he could not find all the ingredients to prepare the incense for the temple, and that is exactly what he is working on right now. It should be ready in the morning.

During the conversation his wife and daughter will arrive. They are both rangers that were hunting and gathering alchemy ingredients.

They are Trili Knowsgreen (NPC) and Trina Foundya (NPC). They are friendly, but are also tired from a long hunt. They will engage in small talk, but soon will take some water from the well to clean themselves and retire to bed.

Nifiz has a couple spare tents and bedrolls to lend. The bedroom in his lab is small, just enough for himself and his family, so he will apologize that he cannot accommodate the characters.

He will tell the characters to sleep in the camp site, and in the morning the incense should be ready.

He does not have any potions for sale at the moment, but can take requests to be picked up in two weeks, payment in advance.

No more Sleep

The Campsite:

At this point in the adventure the party will begin to face all sorts of problems when trying to sleep. It will start when they try to sleep near the lab, and will continue for the whole adventure. That is to make sure they have at least one level of exhaustion at all times.

If they use the campsite right outside the Alchemist's Lab they will be "Attacked by Bloodsuckers" twice; once a couple hours after they start sleeping, and once again near dawn.

From now on every time the PCs try to have a long rest, something will prevent them from having a full night of sleep.

If the PCs speak with the Alchemist asking for shelter, he will remind them that the safest place to sleep is the Jolly Momo's Inn, roughly 8 hours travel from there, and that unfortunately he does not have space to accommodate the adventurers other than the campsite.

Here are a few ideas for encounters to prevent them from sleeping. Note that more than one event might be necessary to prevent them recovering from the exhaustion, if they insist on camping in the same spot.

Attacked by Bloodsuckers:

If there is a PC standing guard he will hear a buzzing noise getting louder and louder, until a

cloud of large insects is completely surrounding the party. The insects will stay long enough to wake up all the party members and interrupt their sleep. A few Bloodsuckers (Monster) are going to attack the party members and try to suck some blood, but most of the cloud will just buzz around.

I recommend having 3 bloodsuckers attacking each party member.

Carrion Ants – A river of insects:

A huge hive of Carrion Ants is on the move. The PCs camp is right in their path. The swarm is 15ft wide and very long. It will take 3 minutes, or 30 turns, for them to pass through the camp. Every turn that a character stands in their way they will take 1 point of piercing damage.

If there is a PC on watch, he will see what looks like a river of dark-red insects moving towards the camp. If not, they are all going to be awakened at the same time by the bites.

The ants will eat any rations or food that is left in the camp before leaving. The PCs can make a perception check with DC12 to notice that and try to save the food.

Stink Bug – Better not to kill them:

The Stink Bugs (Monster) are large beetles that forage mainly during the night. Their natural defense is the horrible smell that they release when killed or threatened. They are one foot long with a carapace bearing black and white stripes. They are fearless bugs. They do not have any natural predators due to their horrible taste.

Three bugs carelessly approach the camp. If there is a PC on watch he will notice them once they are near enough to the camp. If nobody notices the insects they will be walking over sleeping PCs while looking for food, and will wake them up.

If attacked or killed they release their stench, which works the same as the "*Stinking Cloud Spell*." (*Player's Handbook pg 278*)

If left alone they will eventually find the food in the camp and eat until they are satisfied. If the PCs do not intentionally disturb the bugs,

one of the characters accidentally steps or roll over one of them, they release their smell.

With a Nature check DC 12 the characters will know the abilities of the bugs.

Dung Monkey:

The Dung Monkeys (Monster) are small territorial beasts that try to intimidate intruders by shouting and throwing whatever they have at hand, including their feces. They are small and good at hiding in the tree canopies, making it difficult to spot them.

They sleep during the day and forage at night, but if a camp is set near where they sleep, they will wake up in a couple hours and attack.

Whether there is a PC on watch or not, all the PCs will hear loud "Woooo!" cries coming from the trees. After a while they will be attacked with small fruits, branches, rocks and monkey feces.

The monkeys will flee if some of them are killed. Otherwise they will keep attacking until the PCs leave the area.

The monkeys are small and keep moving. To spot one of them a PC needs to spend his action to search, and pass a perception test with DC 15. Once spotted the PC can keep his concentration to keep it in sight. The PC can use his action on other turns to point and explain where it is to another character, giving advantage on the perception check.

The monkeys are sharpshooters, even when they miss on their attack, they actually hit, but it is not enough to do any damage, only hitting the armor and annoying the target.

They will throw mainly tiny rocks, fruits and sticks. On a roll of 18 or above they score a "Dung Shot", they hit the target with feces, doing no damage but making them lose the concentration. I recommend to have 2 monkeys per character if they are level 1, or 3 per character if they are higher levels.

Twig Blights:

When the PCs find a suitable camping site, before setting camp the DM can mention, without emphasis, that there are a few dry shrubs in the vegetation nearby. After most of

the character went to sleep, the Twig Blights (*Monster Manual pg32*) will try to surround the camp and attack.

I recommend having the following number of monsters per character, based on their levels:

Level 1& 2 – 2 Twig Blights per character

Levels 3& 4 – 3 Twig Blights per character

The Faerie Dragon:

If bored the Faerie Dragon might play tricks with the characters while they try to sleep, using his "Major Image" (*Player's Handbook pg258*), creating a large beast to try to scare them away. He likes to create the illusion of a "Hill Giant" (*Monster Manual pg155*), but any big and scary creature will do.

"Meeting" the Faerie Dragon the 1st time

After meeting the alchemist, and once the PCs take the forest trail back, the *Violet Faerie Dragon (Monster Manual pg133)* will meet them.

He will avoid being seen at all times, using his Improved Invisibility and keeping his distance.

At some point the PCs will hear the Dragon's stifled giggle. That will repeat several times during the adventure.

The Faerie Dragon will cast his "Hallucinatory Terrain" spell on the trail, making it disappear around the party.

After that, he will use his "Euphoria Breath" to make one of the characters wander around, or "Major Image" to scare them with a Hill Giant, making them lost in the forest.

The dragon will keep following them, to watch their misadventures.

Lost in the Forest

If there is a ranger in the group with forest as favored terrain, they will still get lost due to the magical nature of the circumstances.

If that is the case, the DM can tell the ranger that he knows he should not be lost in a forest, so it is even more confusing that he cannot find his way. Still, the characters can roll

Survival checks anytime to try to find the right direction.

At that time the DM start choosing which encounters to present.

For combat encounters, the DM can use the Easy Combat Encounters – Forest (Table) to pick, or roll a 1d6. Be aware that the Giant Toads and Frogs can potentially swallow one of the PCs, changing the tide of the battle.

There are a few encounters while they are lost in the forest with skill checks, during them the DM should remember to eventually have the Faerie Dragon giggle, so it becomes a mysterious sound during the whole adventure.

The Satyr's Party

The characters will hear music and laughter before arriving at a large tree near a small pond, where a group of satyrs are having a party.

There are 20 satyrs (*Monster Manual pg267*) drinking, dancing and swimming in the pond while two of them are playing music on pan pipes.

If the PCs do not approach them, the Faerie Dragon will cast "*Suggestion*" in one of the PCs, telling him to join the satyr's party.

The satyrs are very friendly. They are in the middle of a jolly celebration and will try to have the characters join them.

When the characters ask the satyrs if they know how to go back to the trail, they will say that they definitely know it, but are only going to say if the PCs can impress them, and insist that they join the party for a while before leaving.

To impress the satyrs, the characters can engage in different activities. To give clues on what they can do, the DM can describe the following scene: *"In the nearby pond there is a makeshift trampoline on which some of the satyrs are taking turns doing acrobatic jumps and somersaults, others dance gracefully to the sound of the panpipes with an audience that shifts their attention between the charming dance and a quick-paced drinking game. In an open clearing two of the most muscular (and drunk) satyrs are taking turns in throwing a small log as high as they can in the sky, and dodging its fall at the last*

minute. Near the huge tree a small group seems to be laughing wildly at jokes and tales exchanged between them."

If asked on how to impress them, one of the satyrs can say *"Well, friends, just join our party and show us what you got! Go make a few jumps in the pond, tell us some stories, dance & play music if you can, and if you dare a challenge, you can join the drinking game or that dumb "Toss and Dodge" game over there!"*

The challenges are skill checks, and the satyrs will enjoy it no matter whether the characters perform well or if they fail terribly, Don't forget the disadvantage due to exhaustion.

The pond trampoline: Characters can make Acrobatics checks to see how well they perform.

Dance or play: The characters can make a performance check to dance, if they have musical instruments with them they can try to jam along the satyr who are playing panpipes.

Drinking Game: The satyrs are drinking what they call "*The Dryad's Kiss*", an extremely sweet and fruity liquor that has a very strong alcoholic percentage. The PC will sit next to a satyr and they will alternate taking shots. After every shot, both the PC and the satyr make a CON saving thrown with DC12. The satyr has advantage on the roll, since they are used to the strength of this drink. The satyr is never going to give up, and will drink until becoming unconscious or the PC quits. With every fail there is one intoxicating effect from the drink, they are cumulative:

1 fail – Dizzy for 4 hours with disadvantage on survival checks during that time.

2 fails - Very dizzy for 4 hours with disadvantage on attack rolls during that time

3 fails – Drunk for 4 hours with disadvantage on wisdom and intelligence saving throws during that time.

4 fails – Vomits

5 fails – Very drunk, cannot speak clearly for 4 hours.

6 fails – Unconscious for 1 hour, wakes up very thirsty and all the previous effects lasts for 4 hours counting when the PC wakes up.

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Toss and dodge game: The character can make an Athletics check to see how high they toss a small log up, and then an Acrobatics check to see how well they dodge its fall. An acrobatics check of 5 or less means that they have been hit in the shoulder or legs, taking 1 point of bludgeoning damage. A check of 15 or less means that they dodge too early, they are not hit but it is nothing impressive. 16 or more is a great dodge, impressing the satyrs. Natural 20 will be a very close call, having the satyrs cheer and applaud.

Storytelling and Jokes: The PCs can make a Performance check to tell jokes, or an Arcana or History check to try to impress the Satyr with their knowledge.

If asked what are they doing there, the satyr will say they are waiting for the harvest festival that will take place in a fortnight, near Haven Cross, so they are warming up with a small party until then.

If the PCs ask about the giggles they have been hearing, the satyrs will laugh. They will say that they know what it is, but they are not going to tell. They tell the characters not to worry about it, and that they will soon find out.

After a while the satyrs will say they had enough fun with the characters, and will point the way to the trail. If they performed well the satyrs will thank them for the entertainment and will present them with a wineskin containing 12 doses of the *"The Dryad's Kiss"*. It is a rare drink and can be sold in a tavern by 1 gp per dose.

If attacked, two of the satyr have "Panpipes" and will use them to try and stop the fight. If not possible they will do non-lethal damage and leave the characters there to wake up later.

The Bog of Stench

Once one of the characters passes a survival check for tracking, especially if it is a high roll, he will be sure about which direction to go. If they follow that direction the party will come across a large bog, stretching for miles.

The PC will be sure that the right direction is to cross the bog.

But that is not an ordinary swamp, it is a Bog of Stench. The smell coming from it is awful, there are bubbles constantly popping at the surface, making fart noises, and the water is black and slimy.

If a character passes on a Nature or Arcana check with DC12 they will know that those are rare occurrences found in nature, that could not be explained by the scholars. All that is known is that, if you touch the water, it sticks, making you stink as badly as the bog, and the only way to remove it is with warm water and a good quality soap. Some wizards have tried to study it, since it resists any magical attempt to be cleansed, but nothing was found and nobody was brave enough to study it for long.

The forest surrounding the bog is exceptionally dense, and it will take two whole days of walking through the thick forest to go around it.

While searching for a way to cross, the party will soon come across a narrow part of the bog, with a loose path formed by huge stones.

The length of the path is 120ft. The rocks are slippery and far from each other. Every 20ft the characters trying to cross it must make an Acrobatics check with DC 10(don't forget the disadvantage from the exhaustion)

There will be a total of 6 checks to go across. At every fail the characters will slip and touch the bog with a different part of the body, either one leg, one arm, torso or head.

The body part that touched the bog will be covered in black slime, and will smell really bad until washed with an expensive soap and hot water. This causes a great drop in self esteem, lowering the CHA by 1 for each part of the body covered in slime, a possible 6 points reduction if all tests are failed and the PC is completely covered in mud. The penalty remains until the slime is washed away.

The PCs can be creative and come up with other alternatives for crossing the bog, but there always should be a risk of falling in.

Some ideas that they might imagine are: to build a crude raft or bridge, or have one of the

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stronger characters “sacrifice” himself by carrying the others on his shoulder.

Any character that manages to get through without getting dirty will be so relieved that they will get a 1d8 inspiration dice that lasts until the end of the adventure, or until they use it.

The Kobold's Trap Farm

Eventually the PCs will find themselves in the center of a trap infested area. Every time a character moves, he needs to make a Perception test with DC10 to locate a trap, unless he is following exactly the footsteps of a character that already moved. If the character fails on the test, the trap will activate.

If the trap is found, the characters can make a Dexterity check with DC10 to disarm it. Failing will spring the trap.

The first time a trap is sprung, a kobold will come from the bushes shouting “*Aha! I got something, I got something!*” but once he sees the characters he will say “*But what the....*” He will try to run away, but will get caught in a Snare Trap and will be hanging from a tree by the foot.

His name is *Koh*. The kobold used to be the trap specialist in his tribe, until he set up a trap in the wrong place and almost got his leader killed. He had to run for his life, and now lives alone in the forest. This place is where he sets most of his traps to hunt for food. He is scared of the party and will try run away if he can.

If the PCs try to talk to him, he will tell what happened. He will try to point out where the traps are, but it seems that he honestly forgot most of them. He doesn't know the way back to the trail, and the lair of his tribe is 10 days travel from here. He is not willing to go back.

If the characters give him food, he will thank them, but he does not have anything to give back.

If the characters try to make him join the party he will tag along for a while if they roll well on a persuasion check. If they try to intimidate him he will go along until he has a chance to run. The Kobold stats can be found on the “*Monster Manual pg195*”

If they are nice to *Koh*, he will thank the PCs, and he might show up in future quests.

The traps are minor, meant to capture small animals. They are not going to hurt the PCs, but are a nuisance. Below are a few ideas of traps:

Spider Web Pit-Trap: A pit opens under the character's feet. It is completely full of tiny spiders and thick spider webs. It would be enough to hold a small rodent. For the PC it will cover his feet in webs and send hundreds of tiny spiders crawling up his leg.

Mud Pot: A trip wire tips over a pot full of mud from the top of a nearby tree. The mud is thick and sticky. It could hold a small animal in place, but for the PC it will only make him dirty.

Snare Trap: A trip wire sets a snare trap, wrapping the noose around the PC feet and tripping him to the ground. The trap is not strong enough to lift a Halfling or larger character from the ground, just enough so the PC will be prone with the feet tugged into the air. However, a gnome will be lifted dangling in the air held by the feet.

Vine Net: A crude pressure plate releases a net made from vines from a tree above. It will partially cover the character, requiring an acrobatics or athletics check with DC10 to get free from the grapple.

The Goodberry bush

The Faerie Dragon is having fun watching the characters lost in the woods, but he means no harm and doesn't want to see them dead.

Since they cannot sleep at night, the healers will probably run out of spells soon.

If the party is low on hit points, the Dragon will lead them, without revealing himself, to magic bushes growing in the forest.

The characters will find a small bush full of strangely glowing berries. They each heal 1 hit point, and there are enough berries to bring the whole party to full health, plus 1d6 additional berries per character in the party. If they harvest

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the berries they will lose the magic property after 24 hours.

If the party find the berries, but do not eat them, the Faerie Dragon will cast "*Suggestion*" on one of the PCs, telling them to try a berry.

Jivew reveals himself

After having enough fun watching the lost party, the Faerie Dragon will reveal himself. He is old and experienced, which makes him extra careful. He will cast "*Major Image*" (*Player's Handbook pg258*) with a figure of himself to talk to the party while he remains hidden.

If none of the party members speak Draconic or Sylvan, the dragon will speak with them in the most exotic language that one of them knows.

His name is "*Jivew*." He will introduce himself and say that he can help them to get back to the main road. He will giggle, and the characters will recognize it as the mysterious sound that was following them the whole adventure.

An Arcana check with DC14 will let the characters know the nature of a faerie dragon.

If the party asks if he was following them, or if he had anything to do with the past events he will just change subject.

He will say that he will gladly point them in the right direction, but offers the party a chance to acquire an interesting treasure before they go home.

Jivew will say that not far from them are the ruins of an ancient civilization. There, beneath a magic statue, they can find this mysterious treasure. He can take the characters there, and says that if they want to know what the treasure is, they will have to go and claim it.

If the characters refuse, Jivew will say that this is fair enough, and will lead them to the main road.

If they attack his illusion, Jivew will dissipate it, and from his invisibility hiding he will giggle one more time, and say "*Fine, fine! No need to get aggressive... Just head southwest from*

here and you will be by the road in a couple hours.." and he will leave into the woods.

If the PCs agree to pursue the treasure, he will show enthusiasm, and will lead them to Sergin Malandrus' Challenge

Sergin Malandrus' Challenge

In an old, almost forgotten civilization there was a powerful and famous bard called Sergin Malandrus.

He was a trickster that achieved fame through practical jokes. He created a different version of the "*scrying*" spell, allowing him to project what he saw and heard into a large mirror.

He used that to entertain the nobles, by preparing practical jokes on one of them while showing the outcome to the others.

It became a vicious circle, with those who were caught in the joke paying Sergin small fortunes to devise a better joke on one of the other nobles.

His great pride was a magical challenge with tests designed to make fun of whoever tried to win a valuable prize offered as a reward.

It is this challenge that the Faerie Dragon would like the party to try their luck at, while he watches the outcome.

The entrance is by the foot of a statue heavily covered in vegetation. It is barely possible to make out the image of a man heartily laughing under all the overgrowth.

On the base of the statue there is a golden sign that reads "*Ha!*".

Bellow this sign is engraved in the marble "*Sergin Malandrus*".

Right in front of this statue there is a trapdoor, also covered in vegetation but easy to notice. It covers stairs leading downwards

If a character passes a History or Arcana check with DC18 they will know who Sergin was.

If asked, the Faerie Dragon will say that there is absolutely nothing that can harm the characters down there, just some fun surprises.

Sergin Malandrus' Challenge (MAP).

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Back in the road

If the party either accepted the help of the faerie dragon or walked on their own, they will exit the forest onto the main road. They will see a large building in the distance, with smoke billowing from the chimney. It is Jolly Momo's Inn (MAP). If they have been there before they will recognize it. Make sure that they get no sleep before arriving at the inn.

Jolly Momo (NPC) will greet the characters and offer his services, if any of the characters is covered in the bog of stench mud Jolly Momo will say *"Dear Lord! What is that smell?! Look, we usually charge 5 copper for a hot bath, but for you it will be free. You might need some soap, though..."* and he will offer a selection of 3 different soaps:

- 1 - Ordinary soap costing 3 copper,
- 2 - A fancy looking soap wrapped in a colorful scroll with the writing *"Fresh Baron"* costing 1 silver,
- 3- A small wooden box with carvings depicting a rose and the label *"The Queen's Rose"*, costing 1 gold.

Both the Fresh Baron and The Queen's Rose will clean the mud easily. The ordinary soap will take a good amount of scrubbing.

The party than can drink, eat, party and enjoy a good night of sleep.

Ending the quest

The journey from Jolly Momo's inn to Haven Cross takes 8 hours at a normal pace.

Once they arrive back in Old Bill's tower to deliver the box with incense, William Wise (NPC) will be there talking with the clerks. When he sees the characters he will be happy and say *"Oh! You are back! It took much longer than usual, we were getting worried that something might have happened to you!"*

He will try to chat with the characters for a while, if they mention the Faerie Dragon he will be really interested. He will ask the characters if they are willing to tell the whole story so he can

record it and keep it in the guild library. He will mention that there is a reward for that, and explain about the orb of truth.

The clerks will receive the box with incense and offer the reward.

Quest Reward and XP points

If this is the trial quest given to join the guild, the reward is the guild's membership and the medals confirming their rank.

If the quest was taken after the characters were already guild members the reward is 10gp per character, might not seem much, but that was just a delivery quest anyway.

The clerks will give the party a scroll that can be exchanged for money with Samuel Wyrmsshadow (NPC).

The reward on Sergin's dungeon depends a lot on the world in which the campaign is taking place.

If it is easy to find magical items, there might be one or two low damage magical weapons, such as sling, shortbow, club.

If magic is scarce in the world, it could be a wand with few charges, magical ammunition or a magical item with limited use.

If magic items are really rare, it can be a small jewelry box with assorted gems.

For the XP on the quest I recommend the following, the XP is individual and given to each character:

The Satyr Party: 50xp + 5xp for each successful display of skill

The Bog of Stench: 50xp

The Kobold Trap Farm: 50xp + 5xp for each disarmed trap.

Sergin Malandrus' Challenge: 100xp

With a couple combat encounters that should be a little over 300xp, enough to bring the party from level 1 to level 2.

Higher level parties will be able to handle tougher random combats, getting more XP.

The DM can roll 1d8 for random encounters or pick one that is appropriate:

- 1-The Bridge Toll**
- 2-The Wandering Merchant**
- 3-Angry Domestic Animal**
- 4-Stampede Carriage**
- 5-Axe Beak Omelet**
- 6-The Broken Wagon**
- 7-The Phony Fortune Teller**
- 8-Bandit's Ambush**

1 - The Bridge Toll - On a bridge over a brook two Ogres wait , one on each side of the bridge. They are demanding a toll to let people pass. They will get angry if anybody tries to cross the bridge or the river without paying. First the Ogres will push the PCs around, but they will attack if angered. They are asking for money or food. They can be tricked into accepting little money or worthless items. They are very stupid, even more than the average ogre, and have disadvantage on insight checks. If engaged in battle, they can be very dangerous for low level characters. If that is the case the DM can warn the players by telling that the PCs feels extremely threatened and that confronting them would be a bad idea. The brook is only 4 feet deep and has a gentle current. It will cause no great inconvenience to the PCs to follow it a little further down the flow and cross it, other than getting wet. The DM can use Road Encounter Bridge (MAP) for this encounter.

2- The Wandering Merchant- Driving a bull-drawn wagon, wielding a heavy crossbow and accompanied by his two mastiffs, "Max Bidler" is a 30 year old human. He carries basic adventure tools such as torches, oil, ration, rope, tents, pick axes, axes, and ammunition. He might have some unusual items traded recently. He will sell the items for double their market price, and will lower that price to a minimum of 1.5x if the characters persuade or intimidate him. He will buy items from the PCs for half their value. If attacked he will defend himself, and order his dogs to attack. The mastiffs' stats can be found

on the "*Monsters Manual page 332*". Max Bidler stats are as follows: | ST 10 | DX12(+1) | CON 12(+1) | INT 9 (-1) | WI10 | CHA9 (-1) | HP 9 | Attack: Heavy Crossbow | +1 to hit | 1d10+1 damage| He has 25 gold and 30 silver coins.

3- Angry Domestic Animal - For some unknown reason there is an angry animal, very territorial, roaming this section of the road. It will attack and try to chase away anybody entering "his" territory. The characters can circle around it, chase it away by fighting it and lowering his health, kill it, or use animal handling to calm it down. Handling the situation without killing the animal should give bonus XP. The DM can choose any domestic animal, bellow is a list of animals with their CR and the page where they can be found I the "*Monster Manual*":

Draft Horse CR ¼; page 321|
Goat CR 0; page 330|
Mastiff CR 1/8; page 332|
Mule CR 1/8; page 333|
Pony CR 1/8;page 335|
Riding Horse CR ¼; page 336|
Warhorse CR ½; page 340 |

Trying to calm the animal with animal handling can be done with successive tests. For example: DC12 to get close to the animal, then DC 15 to touch it, then DC18 to calm it down, with every failure causing one attack by the animal.

4 -Stampede Carriage - A 4 horse carriage without a driver comes speeding from the opposite direction in which the PCs are going. There is a male voice screaming from inside the carriage. It approaches fast. The PCs can try and make an Acrobatics check with DC15 to grab the carriage and climb on it, an Animal Handling or Intimidation check with DC15 to stand in its way and stop it, or an Athletics with DC25 to grab one of the horses and slow them down. Failing could result in damage, caused by falling from the carriage or being trampled by the carriage or the horses. If a character manages to climb on, they have advantage on the animal handling to stop the carriage. If they manage to grab the horses

with the athletics check, they will slow down and eventually stop. Inside the carriage is “Frederick Brown”, a young and skinny scholar who takes books back and forth from Haven Cross. If his carriage is stopped by the PCs he will be thankful. Since he lacks money, he will offer a gold ring with a ruby worth 20gp, as a reward. After a while, the coach driver will come running down the road holding his hat. If the carriage was stopped he will stay, otherwise he will keep running past the PCs shouting “Oh no! Oh no!”. His name is “Bob Jonson.” He will say that he got hit by a tree branch and fell from the carriage, but the truth is that he fell asleep and rolled from his seat to the ground.

5 - Axe Beak Omelet – A male gnome comes running across the road carrying an egg almost as big as he is. As he runs he shouts: “*Help me! Help me! It’s going to kill me!*” and tries to hide behind the biggest PC in the group. Right behind him comes running an *Axe Beak* (*Monsters Manual Page 317*). It is quite a large one (it has max HP). It is after the egg. The axe beak will attack anyone who is holding the egg, and will ignore anyone else, even if attacked. It will fight to the death, and will only leave if it manages to grab the egg with its beak. The gnome is not going to drop it. The egg is quite sturdy and won’t break easily. The Gnome will keep trying to hide behind the PCs. If any of the PCs tries to take the egg from him, he will resist. The DM can ask for an opposed athletics check. If the PCs give the egg to the Axe Beak, or if the gnome falls unconscious and drops it, the Axe beak will take the egg and run away. If the Axe Beak is killed the gnome will thank the PCs, he will offer to prepare an omelet and share it with the PCs to thank them. The omelet can feed 6 characters and is very nutritious. It will keep whoever eats satisfied for the whole day. If the gnome has the egg or not in the end, he will explain that Axe Beak omelet is the best, and it worth the risk. The gnome’s name is “Nibble Fullspoon”, and he is a cook that likes to experiment with different ingredients. He carries with him a cooking set, knives, and 10 copper coins. His stats are as follows: |HP 18 | AC13| ST 9 (-1)| DEX 16 (+3) |

CON 12(+1)| INT 8(-1) | WIS8 (-1) | CHA 12 (+1).

When the gnome and Axe Beak first arrive, it’s all very quick. There is a surprise round in which the Axe Beak tries to attack the gnome hiding behind the PC. Than everyone can roll initiative.

6- The Broken Wagon – On the side of the road there is a very large wagon tied to 4 strong oxen. One of the wheels is completely destroyed. There is an old man called “Joseph Willow” near the oxen, and two strong young men chopping trees nearby. The old man will stop the PCs and ask them if they are in a hurry or if they would be willing to help. He explains that he and the young men have to build a new wheel using some of the parts of the broken one, and that since the wagon is so large and heavy, it is tough work. He says that he can manage with his two sons, but it will take the whole day, if not more. He will state that he works for the Adventurers Guild in Haven Cross, and show a large sign on both sides of the wagon with the guild’s crest, which helps to keep bandits from stealing the supplies in fear of retaliation. If the characters are returning to town, the wagon will be full of supplies and heading into town. If the characters are going out of town, the wagon will be empty and heading that way. If the PCs help to fix the wheel it will take 3 hours to finish the task. They must make an athletics check with DC15. On a failure they must make a constitution saving throw with DC15. Failing both checks will give them one level of exhaustion . After the wagon is fixed Joseph will offer to take the PCs in the wagon for as long as they wish. Even full of supplies the wagon is big enough to accommodate 6 characters. They can also set up two bedrolls and sleep. It travels at walking speed. Joseph will travel 18 miles per day and set camp at night. The characters won’t get any exhaustion from traveling on the wagon, and if they have bed rolls, two of them can sleep

7 - The Phony Fortune Teller- A wooden coach pulled by mules approaches from the opposite direction. Driving the coach is “Madam Mafalda” a 40 year old woman dressed in

colorful clothes. She will shout out to the characters offering to show them her wonderful ability to see the future as well as access to her amazing potions. She will invite those who are interested into her coach, one at a time. There she will offer palm heading, gaze into a crystal ball (which is actually glass) or to sell “magic potions”. She will charge 1 silver for palm reading, 2 silver for gazing the future, and will sell potions for 5 silver each. She has no real powers, and will tell generic things that could apply to anyone. The potions are fake; they are water colored with fruit juice and herbs. She has different potions, and warns that they only work if whoever drinks it truly believes in its power: Potion of Luck, Potion of Love, Potion of Protection from Witchcraft, Potion of Wealth and Potion of the Stallion (the last one is blue). If the PCs attack or rob her, she cannot fight back, and will try to run. She carries 25 assorted fake potions, and 20 silver coins.

8 - Bandit's Ambush - One bandit will be seating in the road posing as a beggar. The rest will be hiding behind rocks, trees or bushes. If the PCs spot the hidden bandits they can try to intimidate them before they engage. The DM can make an opposed check with the Bandits CHA modifier to see if they run. The DM can use the Road Encounter - Curve (MAP) to set up this encounter. The bandits will try to intimidate the characters into giving them gold and valuables. They might hurt the characters but will avoid killing. They are aware of the local law in case of murder. If they engage in combat, they will run if it is looking bad to their side.

If the PCs capture any bandits they can bring them back to the guild to be judged. If they are on the way to a quest, and the DM would like to speed it up, he can have a party of guild member NPCs who are returning to the village meet the PCs and offer to bring the bandits in.

Below is a table to adjust the encounter according to party level and size. The stats for bandits and mastiff are on “*Monster Manual*, pages 343, 344 and 332”.

	Character levels			
	Level 1	Level 2	Level 3	Level 4
1 Player	1x Bandit	2x Bandit	2x Bandit	3x Bandit
2 Players	2x Bandit	3x Bandit 1x Mastiff	3x Bandit 1x Mastiff	4x Bandit 1x Mastiff
3 Players	3x Bandit	4x Bandit 1x Mastiff	4x Bandit 2x Mastiff	1x Bandit Captain 2x Bandit
4 Players	4x Bandit	5x Bandit 1x Mastiff	5x Bandit 2x Mastiff	1x Bandit Captain 3x Bandit
5 Players	6x Bandit	5x Bandit 2x Mastiff	6x Bandit 1x Mastiff	1x Bandit Captain 5x Bandit
6 Players	7x Bandit	7x Bandit 1x Mastiff	9x Bandit 4x Mastiff	1x Bandit Captain 6x Bandit

Easy Combat Encounters - Forest

Roll 1d6 and find the appropriate encounter on the # column, or choose your favorite monsters

Level 1 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Giant Rat	1x Twig Blight	1x Poisonous snake	1x Flying Snake	1x Stirge
	2	1x Wolf	1x Constrictor Snake	1x Kenku	1x Needle Blight	1x Giant Lizard
	3	2x Giant Rat	1x Lizardfolk	1x Black Bear	2x Twig Blight	2x Flying Snake
	4	1x Vine Blight	2x Giant Frog	2x Kenku	2x Giant Lizard	2x Axe Beak
	5	1x Dire Wolf	1x Giant Toad	1x Half-ogre	1x Giant Spider	2x Needle Blight
	6	2x Wolf	1x Dire Wolf	2x Needle Blight	1x Giant Toad	1x Tiger
Level 2 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Panther	1x Giant Lizard	1x Wolf	1x Boar	1x Needle Blight
	2	3x Flying Snake	3x Giant Rat	1x Black Bear	2x Twig Blight	1x Vine Blight
	3	2x Wolf	1x Half-ogre	1x Giant Frog	1x Giant Toad	2x Needle Blight
	4	1x Brown Bear	1x Dire Wolf	1x Giant Toad	1x Half-ogre	2x Vine Blight
	5	1x Grick	1x Giant Constrictor Snake	1x Ankheg	1x Giant Boar	1x Ogre
	6	1x Giant Constrictor Snake	1x Grick	4x LizardFolk	1x Ankheg	2x Giant Wasp
Level 3 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Kenku	1x Giant Bat	1x Needle Blight	1x Boar	1x Panther
	2	1x Lizard Folk	2x Boar	1x Giant Frog	2x Giant Bat	2x needle Blight
	3	3x Needle Blight	2x Lizardfolk	3x Wolf	4x Kenku	2x Giant Frog
	4	1x Grick	1x Ankheg	1x Giant Boar	1x Giant Constrictor Snake	4x Needle Blight
	5	1x Grick	1x Ankheg	1x Owlbear	1x Phase Spider	1x Displacer Beast
	6	1x Grick	1x Ankheg	1x Owlbear	1x Phase Spider	1x Displacer Beast
Level 4 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Black Bear	1x Lizardfolk	2x Needle Blight	2x Kenku	1x Giant Wasp
	2	2x Lizardfolk	2x Blackbear	1x Half-ogre	1x Dire Wolf	3x Kenku
	3	1x Grick	1x Owlbear	1x Ogre	3x Lizardfolk	4x Kenku
	4	1x Grick	1x Owlbear	2x Half-ogre	2x Giant Spider	1x Phase Spider
	5	3x Giant Spider	1x Owlbear	1x Displacer beast	6x Kenku	1x Phase Spider
	6	2x Ogre	2x Grick	5x Lizardfolk	5x Giant Bat	5x Needle Blight
Where to find the stat blocks in the Monsters Manual						
	Ankheg, pg 21	Constrictor Snake, pg 320	Giant Constrictor Snake, pg 324	Giant Toad, pg 329	Lizard Folk, pg 204	Poisonous Snake, pg 334
	Awakened Tree, pg 317	Dire Wolf, pg 321	Giant Fire Beetle, pg 325	Giant Wasp, pg 329	Needle Blight, pg 32	Stirge, pg 284
	Axe Beak, pg 317	Displacer beast, pg 81	Giant Frog, pg 325	Green Hag, pg 177	Ogre, pg 237	Tiger, pg 339
	Black Bear, pg 318	Flying Snake, pg 322	Giant Lizard, pg 326	Grick, pg 173	Owlbear, pg 249	Twig Blight, pg 32
	Boar, pg 319	Giant Bat, pg 323	Giant Rat, pg 327	Half-Ogre, pg 238	Panther, pg 333	Vine Blight, pg 32
	Brown Bear, pg 319	Giant Boar, pg 323	Giant Spider, pg 328	Kenku, pg 194	Phase Spider, pg 334	Wolf, pg 341

Lord Haven is a 57 year old experienced fighter and explorer. He lives for adventure, and will probably keep on exploring until his last days. He is a strong and well-built man, and the years that show in his wrinkled face and white hair are but a shadow on his posture and presence.

When he speaks he is calm and polite, but will quickly become enthusiastic, and even boisterous when talking about past adventures, or when planning a new one.

He is a man detached from wealth and money, and although he enjoys good wine and a fine meal, he is as happy sharing his food and talking with the guards in the guild's main hall as he is at an exquisite banquet with the nobility.

He won't spend much time in Haven Cross; only enough to rest and heal his wounds, and to plan for his next adventure.

The treasures and most of the magical items found in his journeys have been sent to his family, supporting their business and political prestige. The family wealth has supported the guild in times of need.

He is respected by the townsfolk and is considered to be the highest authority figure and responsible for the law in Haven Cross. He will judge and decide the fate of criminals.

He admires courage, resilience and honor.

He carries a magical long sword, the "True Companion". Only his closest friends know about its magic properties. The powers of the sword gave Lord Haven a reputation of always knowing when somebody is telling the truth or lying. Most townsfolk and guards believe and spread the rumor, and will advise absolute honesty when speaking to their lord. to never lie to him.

He is friendly and will talk to the characters if he is not engaged in other activities,

but his stay in town is usually short, and spent mostly preparing for new adventures.

A few topics of conversation that might arise:

-He once was the only survivor of a raid on a wyverns nest. After all his companions were killed, he was badly poisoned and almost lost his life, but single handedly defeated the largest wyvern he has ever heard of.

-He understands that everyone can make mistakes, and believes in giving a chance to repair them.

-He believes that magic items are dangerous, as they are sure to attract the attention of powerful evil.

-He was once engaged to a half-elf druid, who he still meets once in a while during his travels. However, after a few years they both realized that their lifestyles could only bring a marriage to a bitter end, and they separated.

-He doesn't regret being childless. He has many nephews and nieces who he dotes upon.



Lord Haven wears a simple breastplate and a helmet.

His clothes are simple and durable. To those who do not know his identity he seems to be just another adventurer, albeit an experienced and powerful one.

He does possess expensive and fancy clothes and boots, which he will use when visiting his family.

He carries a shield, a short bow and his magic long sword:

True Companion – +1 Long sword – Requires Attunement.

A masterfully crafted long sword, enchanted to never fail its wielder.

The pommel is shaped like a squire's helmet, with small black gems for the eyes.

While touching the hilt of the sword the wielder will automatically pass any insight checks. He will know if somebody is lying even if they roll a natural 20 on a Deception check. Lord Haven will not use the powers of this sword during casual conversations, but will use it for important matters or when judging criminals.

While using this power, the gems in the sword's pommel will glow a faint blue.

While attuned, the wielder cannot be disarmed unless he wishes to be, and he can use a bonus action to summon the sword to his hand as long as it is on the same plane of existence.

If somebody tries to attune to the sword while it is already attuned to someone else, they must engage in a Charisma contest in which the current wielder has advantage.

LORD NATHANIEL HAVEN

Medium humanoid (human), lawful good

Armor Class 16 Plate Mail, Shield, Fighting Style (Defense)

Hit Points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Str +6, Con +6

Skills Animal Handling +5, Investigation +5, Nature +5, Survival +5

Senses passive Perception 11

Languages Common, Druidic, Elvish

Challenge 9 (5000 XP)

Level 12 Battle Master Fighter. Lord Haven is a 12th level Battle Master fighter. The DC for his maneuver attacks is 15.

Know Your Enemy. Player's Handbook page 73.

Fighting Style: Defense. Player's Handbook page 72.

Superiority Dice. Lord Haven has 5 superiority dice, which are d10s.

ACTIONS

Second Wind And Action Surge. Player's Handbook page 73.

Multiattack. Lord Nathaniel Haven makes 3 attacks.

Long Sword "True Companion". *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+3) slashing damage. "True Companion" is a magic weapon.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 10 (1d6+3) piercing damage.

Maneuvers. . Disarming Attack, Feinting Attack, Lunging Attack, Parry, Precision Attack, Riposte, Trip (Player's Handbook Page 74).

Potion Of Greater Healing. Lord Haven has 2 "Potions of Greater Healing" in his belt pouch. He can use one action to drink a potion and regain 4d4+4 hit points.

Samuel Wyrmsshadow is a 25 year old human. His father was one of the guards who came to the outpost when it was first built.

His father served his whole life as one of the best guards to Lord Haven.

Samuel was born in Haven Cross, and joined the guard as a teenager, while his father still served.

He showed great fighting skills, and a natural ability to assist his companions in combat.

Many times he saved the life of a fellow guard in difficult fights.

His love for Haven Cross, the respect of the townsfolk and the admiration of the other guards turned him into a natural leader. He was assigned to be the commander of the city watch.

Samuel Wyrmsshadow is the most respected person in Haven Cross. He trains the guards, listens to the population, fights for peace and evaluates those aspiring to join the guild.

His parents recently passed away, and he moved to live in the guild. He is not married although several women in town would like to change that.

He is friendly and will engage in conversation.

In battle he will try to avoid unnecessary bloodshed. If it is possible to capture a foe alive, or to fend off a beast without killing it, he will do so.

A few topics of conversation that might arise, and some of Samuel's beliefs:

- Peace is temporary. Enjoy it when it's here and fight for it when it's not.
- The weak should be protected, but every life is valuable and should not be taken if there is an alternative.

- He sometimes accompanies Lord Haven on adventures near the town, or to solve problems related to the peace and safety of Haven Cross.
- He would like to be married one day, but now he is satisfied with his duties as captain of the city watch and believes this is not the right time.
- He believes Lord Haven to be a fair and wise man, and is absolutely sure that he knows when somebody is lying, even though Samuel does not know of his magic sword.
- John Mercy is a good friend and has known him since he was a child. Samuel calls him uncle Johnny.
- He enjoys talking with Malcolm Vimes when they are seating on the guild's main hall, even though Malcolm don't talk much.
- He is very happy when the adventurers bring game or exotic meat to share with the guards.
- He does not drink alcohol. He like to have his mind clear at all times.
- He is not a good rider and will avoid horse riding if possible.
- He carries brass knuckles in his pocket at all times.
- His club is custom made. There is the word "Law" carved in the club. It was John Mercy's joke. The other guards found it funny and Samuel accepted it. It reminds him that keeping the peace might require brute force, but it doesn't need to be lethal.

Samuel Wyrmsadow wears simple half plate armor that is kept in pristine condition. He carries a custom made club, which is longer than a regular club and very well balanced. He also carries a heavy crossbow and a large shield.

He carries a bell and a horn, used to call for reinforcements, a pair of iron shackles and 30 feet of silk rope.

Samuel has brass knuckles in his pocket at all times, even when attending to occasions requiring him to be unarmed. He is very skillful in using them, and can easily knock out humanoids with a good hit.

In combat he prefers to deal non-lethal damage with his club when possible, and with the crossbow he will aim for the legs, arms or shoulders.

His extensive training with his custom made club gives him an edge in battle, enemies entering his reach provoke attack of opportunity if he is wielding the club.

He has a key ring with keys to all doors in the guild.



SAMUEL WYRMSADOW

Medium humanoid (human), lawful good

Armor Class 18 (Half Plate, Shield)

Hit Points 50 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6

Skills Acrobatics +4, Athletics +6, Insight +3, Perception +3

Senses passive Perception 10

Languages Common

Challenge 4 (1100 XP)

Level 6 Battle Master Fighter. Samuel Wyrmsadow is a level 6 Fighter with the Battle Master archetype. The DC for his maneuver attacks is 14.

Know Your Enemy. Players Handbook Page 73

Fighting Style: Protection. Players Handbook Page 72

Superiority Dice. Samuel Wyrmsadow has 4 superiority dice, which are d8. He knows the following maneuvers: Maneuvering Attack, Pushing Attack, Rally. (Players Handbook Page 72)

ACTIONS

Multiattack. Samuel Wyrmsadow makes 2 attacks with mellee weapons, or one attack with the heavy crosbow.

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

Second Wind And Action Surge. Players Handbook Page 73

Brass Knuckles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (1d20+6) bludgeoning damage. On a roll of 18,19 or 20 if the target is a humanoid of large or smaller size it must make a CON saving thrown with DC14 or be knocked unconscious

REACTIONS

Swift Club. When Samuel is wielding his custom made club and an enemy enters his reach (5ft) they provoke attack of opportunity.

William Wise is a 62 year old charismatic and friendly man. He became friends with Nathaniel Haven when they were still children. Their families lived close together.

The Wise family has a long tradition of raising wizards and scholars. They are the curators of a massive library in the city where William and Nathaniel were born.

Like many of his family members, William showed aptitude to the arcane arts, and started his studies early. A few times during his youth he accompanied Nathaniel Haven exploring the wilderness, and seemed to enjoy the tales he could tell after such adventures.

Once he was 22 years old he had enough knowledge of spells to be considered a dangerous adversary. At that time his friend Nathaniel decided to move out of the city.

With the blessing of his family, and an action the fortified the bonds between the families, William packed his books and departed along with Nathaniel's caravan.

Now, 40 years later the injuries suffered in the field and the countless hours spent studying his books have taken their toll on William's spine. He walks with the help of a cane, and is not able to carry much weight. That does not seem to be a big problem; his "Magic Servant" and "Magehand" spells help a lot with the mundane tasks. He is so used to the "Magehand" that many times he does not even know that he is using it, and might call on this magic power to scratch his head, twist the door knob, shake someone's hand or other trivial actions.

The Adventurers Guild has proven interesting to William. He took great joy in recording the most impressive feats achieved by the associates. He would invite them to tell their tale while using a powerful magic object, "The Orb of Truth." He uses his "Magehand" to write the story. He will offer magical potions as a reward for the tale, and as an incentive to the adventurers to accept speaking while under the influence of the Orb. Those potions are chosen at the DMs discretion, and are a better reward if adjusted to match the current PCs level.

For the players this can be quite interesting. It might be really fun to see them trying to hide the failures of their characters during an adventure without lying about it.

A few topics of conversation that might arise:

- His friends would often refer to him as "Old Bill" and the townsfolk as "The Wiseman". He used that to his advantage in making the guild approachable, and once his tower was completed he had a sign reading "Old Bill Wiseman's Tower" above the main door.
- He still would like to go on an adventure, if only his back was only strong enough to keep the pace.
- He will identify magical items for free, if the characters allow him to study the item for one week before telling them the properties. Otherwise he will charge the 100gp that the spell consumes in materials.
- Sometimes he uses "Minor Conjunction" to entertain the kids.
- He sends copies of the adventures which he records to his family's library, where they are organized into books and copies are sent back and kept in the Adventurers Guild's library.
- He was once turned to stone by a basilisk and brought back to human form by a cleric.



William Wise - NPC - Page 2 of 2

William Wise is a powerful conjurer. Every night before he sleeps he will summon two “Mordekeine’s Faithful Hound” to guard the ground level of his tower; one in the garden and one inside the building.

There is a teleportation circle set in the top level of his tower. He keeps that a secret and only uses in case of emergency.

If attacked he will get to safety using “Dimension Door” or “Misty Step”, and then use “Sending” to alert Samuel Wyrmsshadow (NPC). He will avoid confrontation on his own, and use “Fog Cloud” or “Stinking Cloud” if he needs to slow his enemies. He will assist the guards with offensive spells if he sees them engaged in a fight.

He carries a key ring with keys to all doors in his tower.

He uses a magical item, the Orb of Truth, to acquire proof of quest completion or when recording an adventure. Before using it, William will explain how the Orb works and will ask if the adventurers agree.

Orb Of Truth – Magical Item

A crystal sphere that is kept wrapped in black velvet. When uncovered it radiates an aura of truth that acts the same as the spell “Zone of Truth” (Player’s Handbook Page 289), with the difference that there is no saving throw. All those inside the affected area know that they are under the influence of the spell.

Completely the orb covering ends the effect.

WILLIAM WISE

Medium humanoid (human), lawful good

Armor Class 9

Hit Points 31 (9d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	10 (+0)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Int +8, Wis +6

Senses passive Perception 12

Languages Common, Dwarvish, Elvish

Challenge 4 (1100 XP)

Arcane Recovery. Player’s Handbook page 115.

Minor Conjuration And Benign Transposition. Players Handbook page 116.

Spellcasting. *William Wise is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). *William Wise has the following wizard spells prepared:

Cantrips (at will): *Firebolt, Light, Mage Hand, Message*

1st level (4 slots): *Fog Cloud, Identify, Magic Missile, Unseen*

Servant

2nd level (3 slots): *Flaming Sphere, Locate Object, Misty Step*

3rd level (3 slots): *Sending, Stinking Cloud*

4th level (3 slots): *Dimension Door, Mordenkainen’s Faithful*

Hound

5th level (1 slots): *Legend Lore, Teleportation Circle*



On a dark and foggy night a basket was left in front of the city's main temple. Inside was a child, roughly one year old, and a crudely written note bearing the word "Mercy". The acolytes heard the baby's cry, and brought him to the attention of the priest.

The temple was devoted to Caecus, the blind god of mercy and healing, where all the priests make a vow of blindness; those aspiring, or the newly appointed priests, wear blindfolds at all times. The high priests perform a somewhat shocking ritual to show their utmost devotion to his god, by removing their eyeballs, on a lonesome ceremony, done by the priest and the priest alone. They still keep their blindfolds, and consider the act a bond with their god, and not a sign of devotion to be show to the world.

The priests took good care of the baby during his short stay in the temple, but they knew that a child could not be raised there. They sought help in the noble families and merchants.

The Haven family was quick to answer, taking the baby to their manor to be raised by the housekeeping staff.

The child was received with great joy, and named John Mercy by the chief housekeeper.

In a house that already had five little lords, raising a helpless baby was not a burden to the staff.

John grew amongst the working staff. He was taught how to read and write, and once old enough he was eager to help with any tasks.

He soon became a stable boy, and was very good at helping the staff. He was especially good at packing provisions and tools in the saddle bags, putting an extra effort into making them easy and quick to retrieve. Nathaniel Haven, a little older than John Mercy, liked to play with him when they were young, and once he started leading his own hunting parties, Nathaniel made sure that only John would prepare his horse.

A few times Nathaniel invited young John to come along on shorter adventures, which John

gladly joined. He was happy to set-up camp, tend to the horses and just admire the landscape.

He would not partake in the hunting, but was glad to hear the tales at the bonfire before retiring to his tent.

When Nathaniel Haven decided to move out, John was excited with the idea of traveling to new lands, and asked if he could join young lord Haven.

Once in the outpost he showed great skills in organizing the so-important stocks, that would nourish the guards and staff, as well as the maintenance supplies, that would keep the outpost running. As the years passed and John grew into an experienced man he became responsible for all the outpost's supplies. He grew closer to Lord Haven, and would accompany him on many quests, being happy to set up the finest camping site possible, and choose the best equipment for the adventurers.

Once the Adventurers Guild was created, John was put in charge of the General Store; a duty that he heartily accepted and still takes great pride in.

His experience in setting up camps and packing for adventurers makes him a reference for advice on quests. Many adventurers will consult him before leaving on expeditions, and he knows a great deal about the town as well.

John Mercy is a 55 year old human, friendly, talkative and healthy. Many townsfolk admire his disposition

A few topics of conversation that might arise:

- Once, John spent a few months trying to find information about his parents, but could not discover anything. That was many years ago, and he is at peace with that. He is happy with the way his life turned out.

- John got married in Haven Cross. He has two children, and has adopted another three. Some of them work with him, others work as guards or farmers.

- He is a devote of Caecus, the blind god, frequenting the local temple and supporting it.

-He was the one who suggested that Lord Haven invite the priest of Caecus to set up a temple in town.

-He will gladly give information about the different biomes near Haven Cross. He knows a little about the most common life forms encountered in each of them and what to expect when camping.

John will avoid confrontation or violence. He will try to sort any altercations peacefully, and call the guards if seems fit.

If he needs to protect his family or friends he knows how to use a crossbow, and is quite familiar with his crowbar, used countless times to pry open heavy duty crates.

Lord Haven trained him in shooting crossbows and basic melee self-defense. That was helpful several times while setting up camp in dangerous environments. John Mercy is a level 2 fighter with "Fighting Style: Archery" and the feat "Crossbow Expert". He wears common clothes, but will wear leather armor when venturing outside the town.

JOHN MERCY

Medium humanoid (human), lawful good

Armor Class 11 (12 if wearing leather armor)

Hit Points 13 (2d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Str +3, Con +3

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Crossbow Expert. Player's Handbook page 165.

ACTIONS

Crowbar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6+1) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.



Malcolm Vimes - NPC

Malcolm Vimes is a very old man. Some say his is over 100 years old, but nobody knows for sure. He is the administrator of the guild, being in charge of all the accounting, the purchase of supplies, and paying the guards and the adventurers quest rewards in cash.

He has been an employee of the Haven Family for generations. He outlived his wife, and was happy to be offered a position of responsibility in the guild a few months after her death. The change in the environment was good for him.

He takes great pride in his work, and will spend most of his time in the guild, talking with suppliers, checking the stocks, or going through the financial records.

For two hours in the morning and two hours in the evening he will be in the Adventurers Guild Ground Floor (Map), available to talk with the adventurers and pay their rewards. Whenever he is there, Samuel Wyrmsshadow will be seated next to him. He talks with Samuel, but mostly he listens.

He will chat briefly with the PCs, but will talk mainly about the logistics of getting supplies, the average cost of the life of a guard, how many barrels of oil the guild uses per month...

If the PCs present a scroll confirming the completion of a quest, he will exchange it for the money.

He has with him a Bag of Holding (Dungeon Master's Guide page 153) with 1000 Gold, 1000 Silver and 1000 copper coins, and a small tome where he keeps record of the daily transactions.

If attacked he will protect himself from harm, using his "Ring of The Resilient Sphere", and then he will shout for help (the description of the spell states that nothing can pass through the sphere, but I treat it as being an invisible barrier, that allows sound and light through.)

Malcolm Vimes has the stats of a "Commoner" (Monster Manual pg345).

Ring of the Resilient Sphere - Requires Attunement

The ring is silver with four red gems. It has four charges. The wearer can use a Action, Bonus Action or Reaction to spend one charge and have the ring cast "*Otiluke's Resilient Sphere*" (Players Handbook pg 264). The spell persists for the whole duration, independently of concentration and cannot be ended at will. If the wearer is the target of a mellee or ranged attack, or any damaging spell or ability the ring will automatically spend one charge and cast the spell before the wearer is hit. That happens independently of the wearer, it will trigger even if the character is unconscious or unable to act. Every time a charge is spent one of the gems disintegrates. If all charges are spent the ring becomes a common silver ring.



Guards - NPC

The guards in Haven Cross are well trained, well paid and respected by the local populace. They keep the town safe from the wild beasts and bandits.

Due to their training and motivation, they have advantage on checks against persuasion and intimidation.

The guards are mainly humans, both male and female, but there are a few half-orcs, half-elves and dwarfs.

They are constantly putting their training to the test, fending off the foes that bring problems to town. Their fighting skills are above those of guards found in large cities and towns.

When approached by the PCs they are friendly and will provide information about the town.

If attacked they will call for reinforcements. They will stand their ground, but will fall back if the battle seems lost, and will regroup at the guild hall. If the PCs decide to fight the guards, check Crime in Haven Cross for more information.

If possible the guards will avoid killing, trying to capture humanoids or fend-off beasts, but they are not as skilled as Samuel Wyrmsshadow, and in the heat of battle they might deliver the killing blow.

GUARD - SHIELD, SPEAR AND JAVELINS

Medium humanoid, lawful good

Armor Class 18 (Breastplate)
Hit Points 19 (3d10 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +4, Con +3

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

ACTIONS

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GUARD - WARHAMMER AND HEAVY CROSSBOW

Medium humanoid, lawful good

Armor Class 14 (Breastplate)
Hit Points 19 (3d10 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +6, Con +3

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

GUARD - SHIELD, CLUB AND NET

Medium humanoid, lawful good

Armor Class 17 (Breastplate and Shield)
Hit Points 19 (3d10 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +4, Con +3
Senses passive Perception 10
Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiaction. The Guard - Makes 2 melee or 1 ranged attacks.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Net. *Ranged Attack:* +3 to hit, range 5/15 ft., *Hit:* A large or smaller creature hit by a net is restrained until it is freed. More information on "Players Handbook page 148"

GUARD - HALBERD AND HAND CROSSBOW

Medium humanoid, lawful good

Armor Class 15 (Breastplate)
Hit Points 19 (3d10 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +4, Con +3

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

ACTIONS

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

GUARD - LONGBOW AND SHORTSWORD

Medium humanoid, lawful good

Armor Class 16 (Breastplate)
Hit Points 19 (3d10 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +2, Con +3

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

ACTIONS

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.



Jolly Momo - NPC

Moses Morison, mostly called Jolly Momo, is a tall and large human. He is extremely friendly and likes good music, dance and any kind of entertainment.

He likes to run his inn and to cook during the evening, especially when bards are playing. Most bards in the region know that a good song means a free drink at Momo's Inn, when he is around.

He has a room in the basement, but will sleep in *"The Royal Chamber"* when there are no guests renting it.

His inn is very small and simple. The rooms are tiny and most of the beds are in the basement, with curtains to provide some privacy.

The staff keeps the inn clean and are friendly to travelers, especially to generous tippers. Only Momo resides in the inn; his staff have their houses nearby and come to work in shifts.

There are stable boys who prepares the hot and cold shower and tend for the horses and carriages, bartenders and a cook when he is resting, a couple strong bouncers, armed to keep the peace, and maids who clean and wash the linen.

Momo is a nice guy, sometimes travelers short on money are allowed to sleep for free in the stables, if there are no horses using the space, and members of the Adventurers Guild can have a bed in the basement if they promise to pay later.

He does not like real violence, but a fist-fight is entertainment for him, as long as his inn doesn't get damaged.

There are always a couple bouncers around. He will call on them if he believes things are getting out of control.

When there are bards or any kind of performers in his inn, he will offer them a mug of cheap ale after a good performance, and maybe one of his famous pork pies to go with it.

A few topics of conversation that might arise:

- He has 4 daughters living in a large city, but he never got married. He takes the long road to this city once in a while to visit them.
- He doesn't wander very far from his inn, and is happy to spend his time chatting with the travelers and listening to the bards.
- His recipes are mainly pork and chicken, cooked in many different ways.
- He sells mainly cheap wine and ale, but keeps a few expensive bottles and barrels in storage.
- He is a drinker himself, he will often say that it is not the quality but the quantity that makes you happy.
- He loves a good festival. He will leave his inn for several days to travel to any big festival near enough.
- He loves hot baths during cold weather and hot baths in the hot weather. He can often be found in the "Bathing Stalls".
- He will ask female PCs to dance if there is music playing.
- If the PCs are especially friendly with him, he will invite them to his room in the basement to chat and drink some good wine.

If attacked he will defend himself and call the bouncers to help.

Jolly Momo has the stats of a *"Commoner"* (*Monster Manual pg345*).

Bouncers have the stats of *"Veterans"* (*Monster Manual pg350*)



The Gnome Family – NPCs – Page 1 of 2

Nifiz Keensmell is a gnome wizard and alchemist, he is married to Trili Knowsgreen, a gnome ranger. They have a daughter, Trina Foundya also a ranger.

They live in a gnome village deep in the woods, around 3 days travel from the gnomes lab, traveling through the thick woods without trails or marks.

Nifiz thinks of alchemy as a hobby, but he is really very good at it.

The whole family comes to the alchemy lab once or twice per month. They treat it as a family camping trip. Trili and Trina hunt and forage for ingredients while Nifiz stays in the lab preparing the potions.

They are all friendly and are happy to chat and spend time with the PCs.

Trili Knowsgreen is especially good at finding herbs and roots, while Trina Foundya is an expert tracker.

Nifiz makes potions on request, mainly for the Adventurers guild. If the PCs would like, they can make a request, paying in advance, and come to collect next month, or place an order with the guild clerks, and have their potion together with the guild's batch.

Nifiz can create common and uncommon potions, but rare, very rare or legendary potions are beyond his skills. He does not make any kind of healing potions, but provides the required mixtures by the temple in Haven Cross to infuse with healing power.

The gnomes will avoid violence. If attacked they will defend themselves and try to run into the woods.

NIFIZ KEENSMELL

Small humanoid (gnome), lawful good

Armor Class 12

Hit Points 14 (4d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	13 (+1)	14 (+2)

Saving Throws Int +6, Wis +3

Skills Nature +6

Senses passive Perception 11

Languages Common, Gnomish

Challenge 2 (450 XP)

Arcane Recovery. Player's Handbook pg115

Gnome Cunning. Player's Handbook pg37

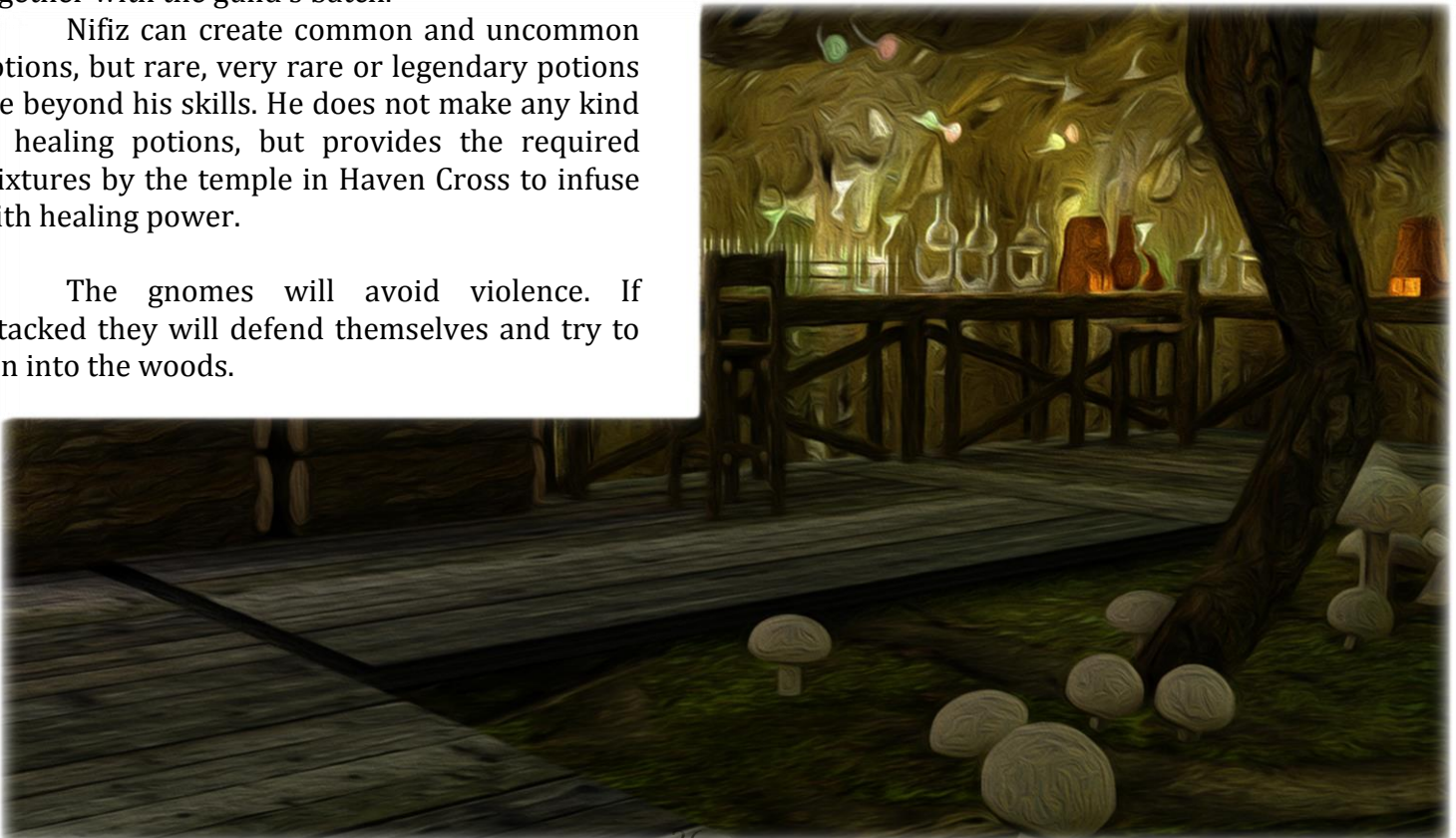
Minor Alchemy. Player's Handbook pg119

Spellcasting. Nifiz Keensmell is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Nifiz Keensmell has the following wizard spells prepared:

Cantrips (at will): *Mending, Message, Prestidigitation*

1st level (4 slots): *Expeditious Retreat, Jump, Longstride*

2nd level (3 slots): *Alter Self, Rope Trick, Spider Climb*



The Gnome Family – NPCs – Page 1 of 2

TRILI KNOWGREEN

Small humanoid (gnome), lawful good

Armor Class 14
Hit Points 18 (4d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	16 (+3)	13 (+1)	14 (+2)

Saving Throws Int +6, Wis +3
Skills Nature +7
Senses passive Perception 11
Languages Common, Gnomish
Challenge 2 (450 XP)

Gnome Cunning. Player's Handbook pg37

Favored Enemy: Giant Spiders. Player's Handbook pg91

Favored Terrain: Forest. Player's Handbook pg91

Fighting Style: Archery. Player's Handbook pg91

Primeval Awareness. Player's Handbook pg92

Ranger Archetype: Colossus Slayer. Player's Handbook pg93

Spellcasting. Trili Knowgreen is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Trili Knowgreen has the following ranger spells prepared:

1st level (3 slots): *Detect Poison and Disease*, *Goodberry*, *Longstrider*

ACTIONS

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., *Hit:* 7 (1d6+4) piercing damage.

TRINA FOUNDYA

Small humanoid (gnome), lawful good

Armor Class 13
Hit Points 13 (3d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Int --9, Wis +5
Skills Survival +7
Senses passive Perception 13
Languages Common, Gnomish
Challenge 2 (450 XP)

Gnome Cunning. Player's Handbook pg37

Favored Enemy: Giant Spiders. Player's Handbook pg91

Favored Terrain: Forest. Player's Handbook pg91

Fighting Style: Archery. Player's Handbook pg91

Primeval Awareness. Player's Handbook pg92

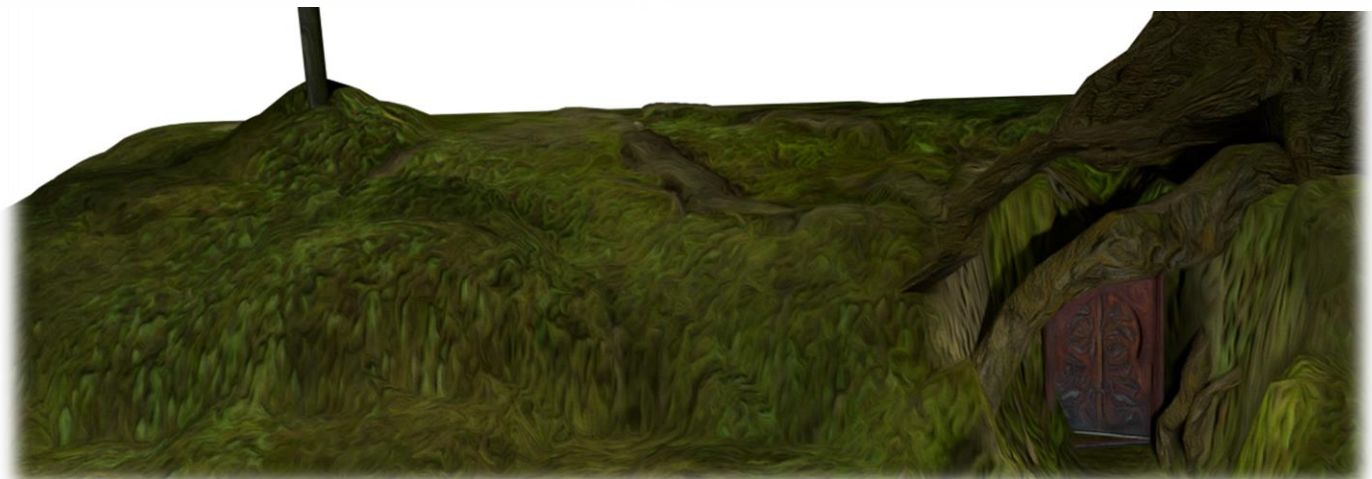
Ranger Archetype: Colossus Slayer. Player's Handbook pg93

Spellcasting. Trina Foundya is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). Trina Foundya has the following ranger spells prepared:

1st level (3 slots): *Animal Friendship*, *Ensnaring Strike*, *Hunter's Mark*

ACTIONS

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., *Hit:* 5 (1d6+2) piercing damage.



BLOODSUCKER

Tiny beast, unaligned

Armor Class 16 while flying (5 while draining blood)

Hit Points 2 (1d4)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

Saving Throws Dex +5

Senses passive Perception 5

Languages -

Challenge 0 (10 XP)

Description. Bloodsuckers are large flying mosquitoes with a thick carapace and two pairs of fast moving wings.

They are 10 inches long and resemble dragonflies when their abdomen is empty, which can grow to the size of an apple when they are completely full of it's victim's blood.

They have a short barbed proboscis used to quickly attach to their victims.

While flying they are very agile and are able to dodge attacks.

When attached, whoever, they rely on the protection of their carapace.

They move in large swarms and only the females drink blood. The majority of the swarm is of males, who survive on the sap of trees.

ACTIONS

Blood Sucking. +3 to Hit.

On a successful hit the Bloodsucker attaches itself to the target and start sucking blood.

At the beginning of the Bloodsucker round if it is attached it will damage the target by 1hp.

Once it has done 2hp damage this way it will detach itself and fly away.

DUNG MONKEY

Tiny beast, unaligned

Armor Class 15

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	3 (-4)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages -

Challenge 0 (10 XP)

Description. Dung Monkeys are small territorial beasts that try to intimidate intruders by shouting and throwing whatever they have at hand, including their feces. They are small and good at hiding in the tree canopies, making it difficult to spot them.

The monkeys are small and keep moving, to spot one of them a PC needs to spend his action to search, and pass a perception test with DC 15. Once spotted the PC can keep his concentration to keep it in sight, the PC can use his action on other turns to point and explain where it is to another character, giving advantage on the perception check.

The monkeys are sharpshooters, even when they miss on their attack they actually hit, but it is not enough to do any damage, only hitting the armor and annoying the target.

ACTIONS

Monkey Throw. *Melee Weapon Attack:* +5 to hit, range 60/80 ft., one target. *Hit:* 1 bludgeoning damage.

Dung Shot. On a attack roll of 18 or above they score a "Dung Shot", they hit the target with feces, doing no damage but making them loose the concentration.



STINK BUG

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

Senses passive Perception 5

Languages -

Challenge 0 (10 XP)

Description. Stink Bugs are large beetles that forage mainly during the night. Their natural defense is the horrible smell that they release when killed or threatened. They are one foot long with a carapace bearing black and white stripes. They are fearless bugs, they do not have any natural predator due to their horrible taste and smell.

ACTIONS

Do Not Disturb. When stink bugs are killed, or when they feel threatened, they release a strong spray of a stinky bio-chemical substance stored in their abdomens.

It has the same effect as the "Stinking Cloud Spell." (Player's Handbook pg 278).

After using this ability the bug needs 24hours to produce enough chemical for another use.

WOOD GOLEM

Medium construct, unaligned

Armor Class 15 (Natural Armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison, psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but cannot speak

Challenge 4 (1100 XP)

Aversion Of Fire. If the golem takes fire damage it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

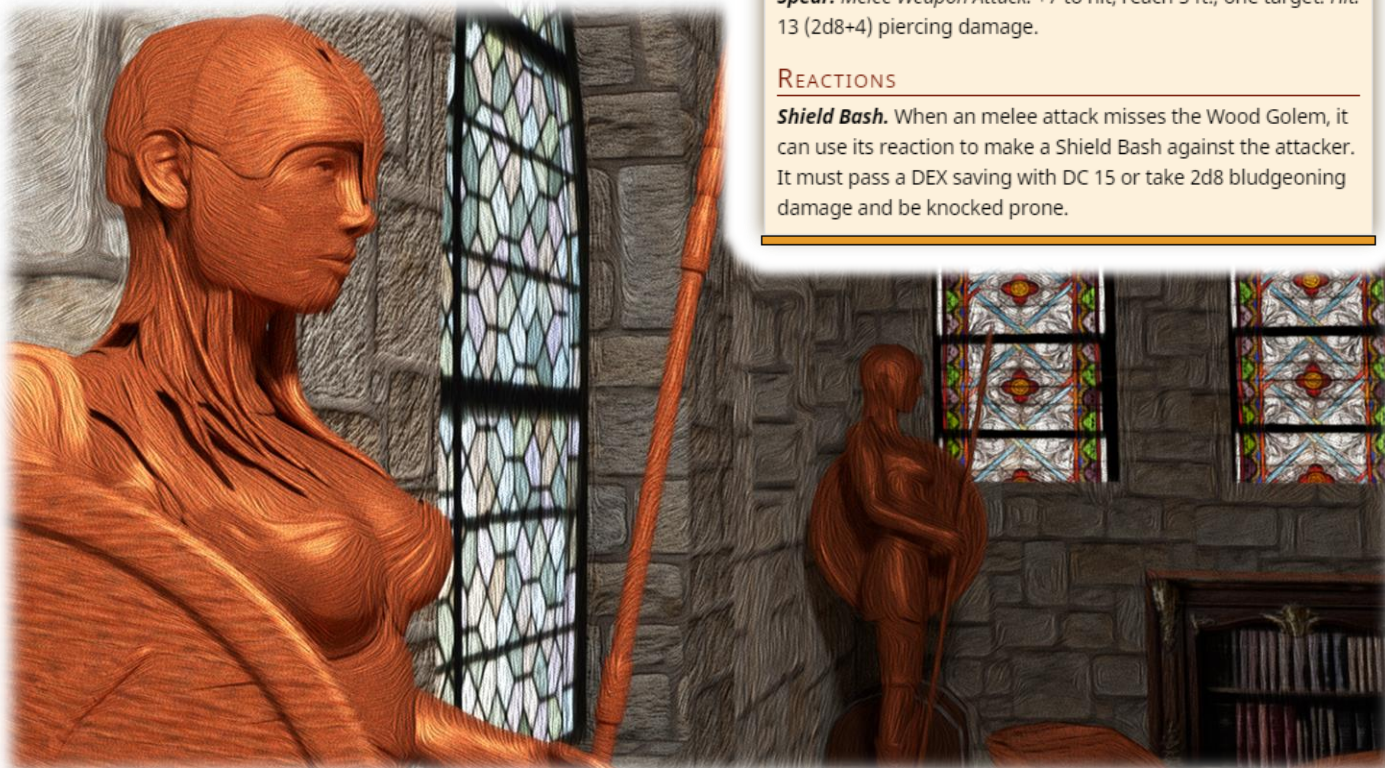
ACTIONS

Multiattack. The Wood Golem makes 2 spear attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

REACTIONS

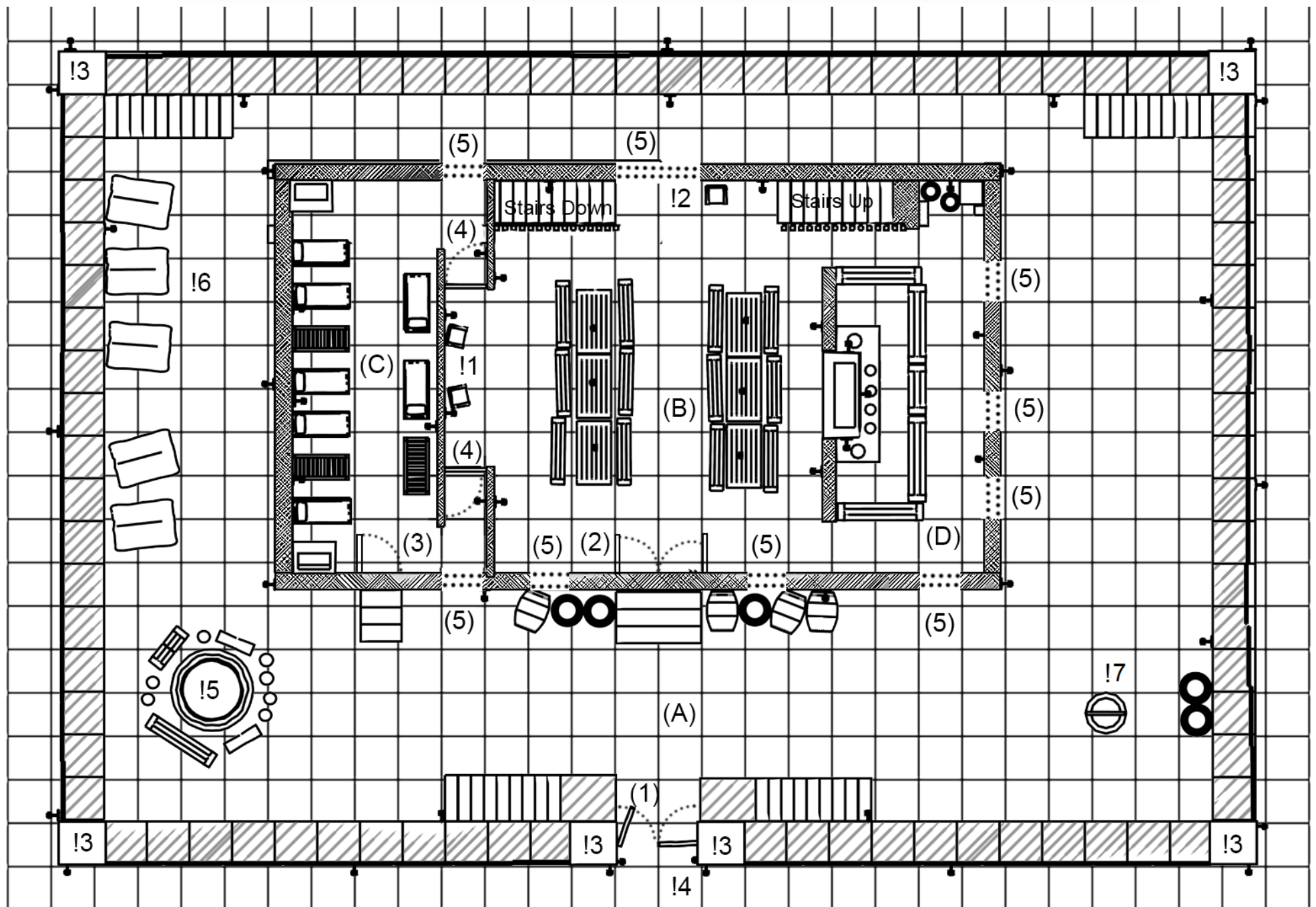
Shield Bash. When an melee attack misses the Wood Golem, it can use its reaction to make a Shield Bash against the attacker. It must pass a DEX saving with DC 15 or take 2d8 bludgeoning damage and be knocked prone.



Adventurer's Guild – Ground Level



Adventurer's Guild – Ground Level



Rooms:

(A) Courtyard- No ceiling – Open Air.

During the day guards, adventurers or staff maintaining and cleaning the area can occasionally be seen. During the night the guards changing shifts on the wall, or adventurers spending the night in the tents might wander around.

(B) The main hall- Ceiling height 15 feet

During meal times, dozens of guards can be seen eating together and talking over their meal. At other times, an occasional group of adventurers might be eating, talking or planning their next quest here. On special dates, feasts and celebrations are held in the main hall. Every day at specific times Samuel Wyrmsshadow (NPC) and Malcolm Vimes (NPC) will be seated in the chairs near the west wall “!1”. There will always be a Guard (NPC) by the north walls, in front of the stairs “!2”, restricting the access to the basement or the first floor to all but higher ranked guild members. There is a large fireplace which is lit during cold nights, or all day long in cold seasons.

(C) Barracks- Ceiling height 15 feet

All the doors leading to the barracks have a sign reading *‘Do not Enter. Restricted Area. Guards only’* written in common language. During the day there will be 1d8 guards resting in the barracks. They are either on-call or resting in between shifts. During the night there will be 1d6+4 guards sleeping. They are the guards on-call for the night shift.

(D) Kitchen- Ceiling height 15 feet

Here the food for the guards who are on duty is prepared. During most of the day there will be one or two cooks in the kitchen, either cooking or performing maintenance. Adventurers can buy a simple meal for 1 sp. There is a

tradition amongst the adventurers to bring exotic meat or game meat back from their quests and share it with the guards. The cooks will receive and prepare it. It will then be shared between the adventurers and the guards. This will increase the disposition of the guards to the adventurers and might help to make new friends.

Doors and Windows:

- (1)- **Main Gate – Reinforced wooden gate. AC 17| HP 60| DC to break 25|**. Wide open during the day. During the night open only to a gap, allowing one person to pass at a time. It has no locks but can be barred from the inside.
- (2)- **Main hall doors – Reinforced wooden door. AC 16| HP 30| DC to break 23| Lock DC 15 |**Open during the day. Closed but unlocked during the night. Can be locked and can be barred from the inside.
- (3)- **Barracks Door – Reinforced wooden door. AC16 HP 30| DC to break 23|**. There is a sign reading *‘Do not Enter. Restricted Area. Guards only’* in common language. It is barred from the inside, as the guards mainly use the doors leading to the inside of the Main Hall. Will be open in case an alarm is sounded, allowing the quick exit of the guards on-call.
- (4)- **Barrack Doors – Wooden door – AC15| HP15| DC to break 13|**. There is a sign reading *‘Do not Enter. Restricted Area. Guards only’* in common language on both doors. There is no lock on the doors. They are kept closed at all times.
- (5)- **Main hall windows – Steel bars – AC19| HP40| DC to bend 25|**. All windows have strong steel bars.

Features:

!1 - Samuel Wyrmsshadow (NPC) and Malcolm Vimes (NPC)

– For about two hours in the morning and two hours in the evening both NPCs will be seated in those chairs. There might be adventurers talking to Malcolm Vimes and collecting rewards from their quests, and there might be guards reporting to Samuel Wyrmsshadow.

!2 – Guard post – There will be always a guard posted here. He will restrict the access to the basement or the first floor to all but higher ranked guild members.

!3 – Watch towers - Are guarded 24hs. Guards (NPC) on the towers will have heavy crossbows.

!4 – Guard post at main gate- During the day there will be a Guard (NPC) posted there to control the access. During the night the guards at the watch towers will control the access.

!5 – Fire Pit- Lit during the night. Adventurers spending the night might gather here to chat. During cold night guards standing watch might take turns to warm up.

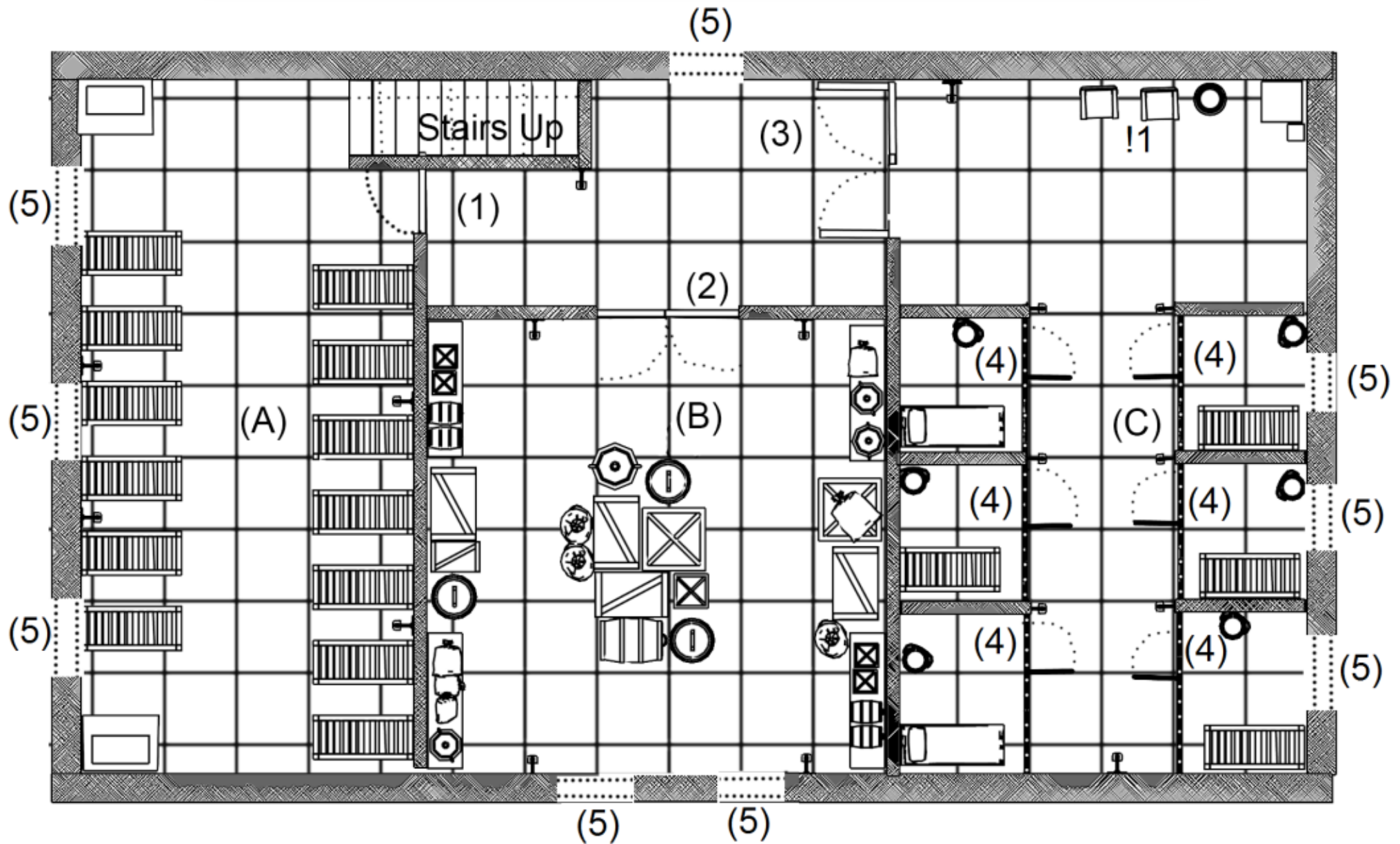
!6 – Tents - There are 5 tents setup near the west wall. There will be 1d6-1 tents occupied by adventurers of lower ranks resting or sleeping. The tents are simple, and if the PCs would like to have a comfortable rest they need to bring a bed roll. It is allowed to set-up additional tents near the east walls if the PCs have them.

!7 – Water Well - 60ft deep. There are barrels near the east wall by the well. Both are full of drinking water and can be used to refill water skins or for cleaning.

Adventurer's Guild – Basement



Adventurer's Guild - Basement



Adventurer's Guild – Basement

Rooms:

(A) Dormitory - Ceiling height 15 feet.

The beds are bare, only the wooden frames. The PCs will need to bring a bed roll to have a comfortable rest. During the night there will be 1d12-1 adventurers sleeping, during the day 1d4-1 adventurers resting or recovering from minor injuries. There are two fireplaces, on the north and south wall. They are lit when it is cold.

(B) Storage room – Ceiling height 15 feet.

Crates, barrels and sacks of various sizes store grain, oil, dry rations and different supplies for the daily maintenance of the guild.

(C) Cells – Ceiling height 15 feet.

The jail cells will be empty most of the time. Prisoners are usually kept only until their trial by Lord Haven. When there are dangerous prisoners, there will be either one or two guards posted in the chairs near the north wall “!1”.

Doors and Windows:

(1)– Dormitory door – Wooden door – AC15| HP15| DC to break 13| Lock DC 10 |

There is a sign reading “*Restricted Area. Staff Only*” in common language. There is a very simple lock. The door is kept locked at all times. Guards and staff will have the key for the lock.

(2)– Storage room doors – Large wooden doors - AC15| HP20| DC to break 13| Lock DC 10 |

There is a very simple lock. The door is kept locked at all times. Guards and staff will have the key for the lock.

(3)–Door Leading to cells room - Reinforced wooden door. AC 16| HP 30| DC to break 23| Lock DC 15 |

The doors will be closed and locked if there are prisoners in the cells. Otherwise they will be wide open. The guards have keys for this door. There is a small 2x1 feet opening on the door, with steel bars, allowing communication with the other side.

(4)– Cell doors – Steel bar door. AC19| HP40| DC to bend 25| Lock DC 15|

The doors will be closed and locked if there are prisoners in the cells. Otherwise they will be wide open.

Samuel Wyrmsshadow (NPC) and Lord Haven (NPC) have the keys.

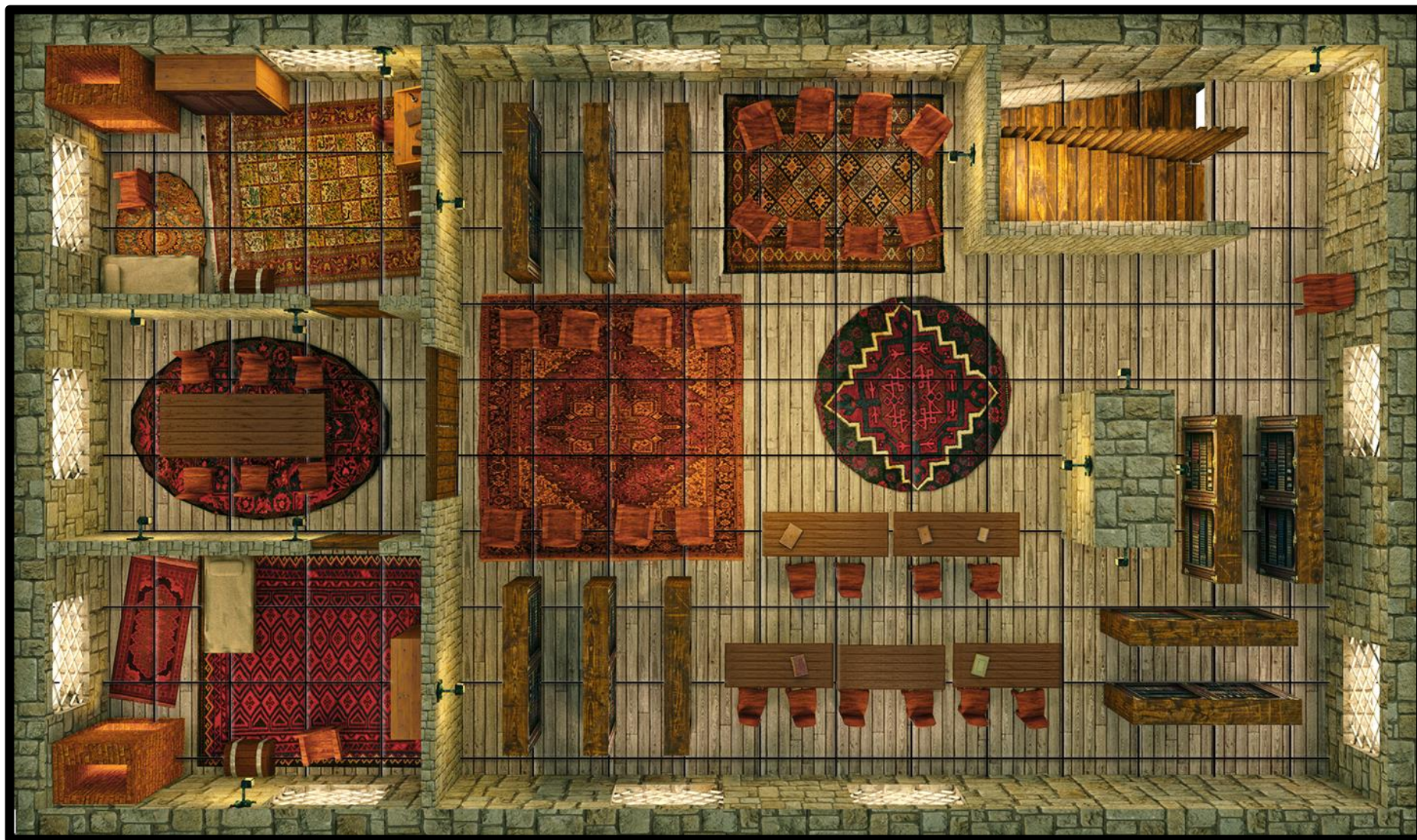
(5)– Basement Windows - Steel bars – AC19| HP40| DC to bend 25|

The windows are near the ceiling, 14 feet above the ground. They are 5 feet wide and 1 foot tall.

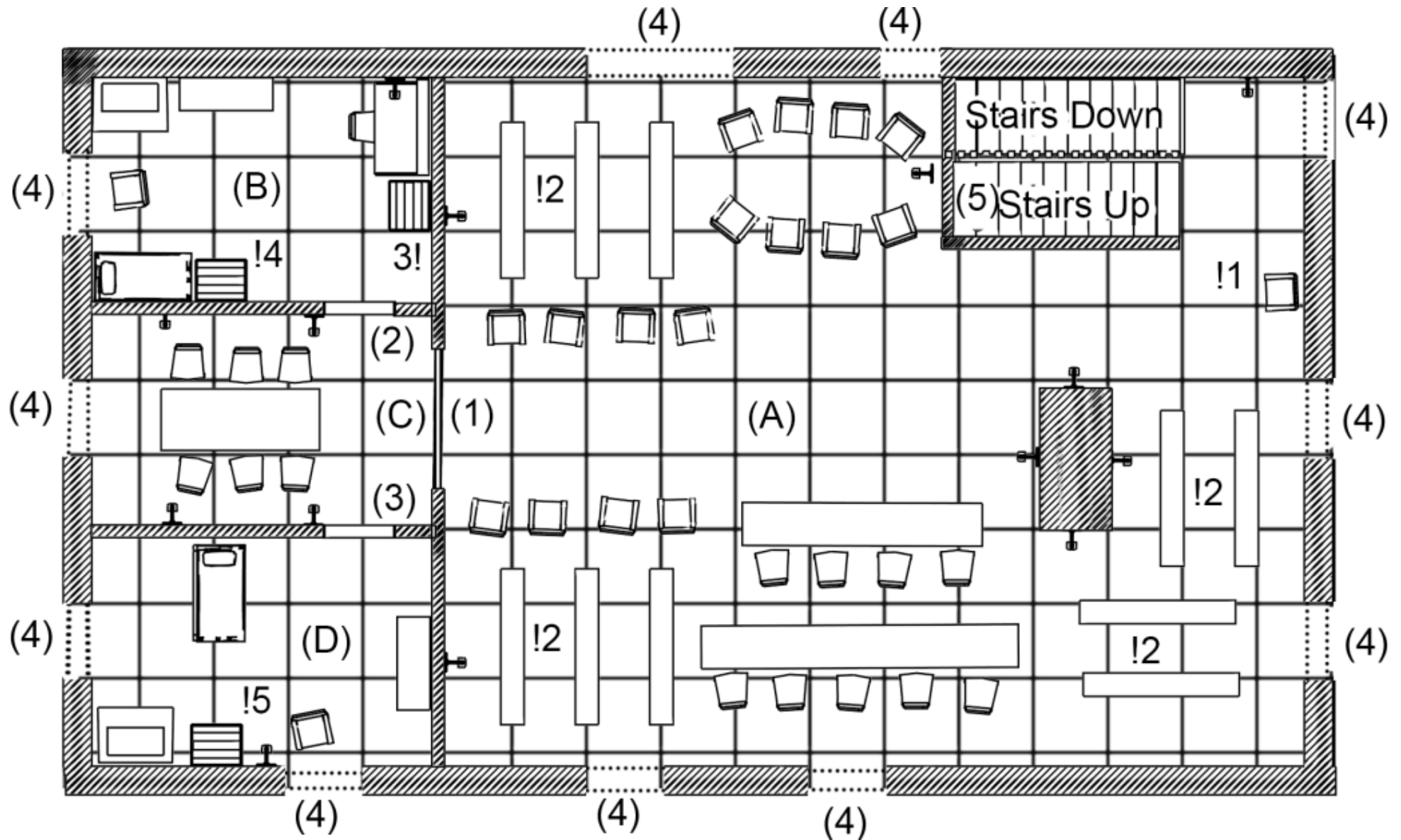
Features:

!1 – Guard post – If there are dangerous or violent prisoners, there will be one or two Guards (NPC) standing watch on the chairs by the north wall.

Adventurer's Guild – First Floor



Adventurer's Guild – First Floor



Rooms:

(A) Library - Ceiling height 10 feet.

There is chandelier in the center of the room, lit during the night. There might be adventurers researching, sitting either at the long tables or at the chairs near the north window. During the day there will be a librarian either organizing the books, or reading in the chair near the east wall "1". There are bookshelves which the PCs can use "2"

(B) Malcolm Vimes' Room – Ceiling height 10 feet.

When Malcolm Vimes (NPC) is not in the main hall there is a good chance that he will be in his room going through the record books and calculating the guild's expenses. There is a fireplace and a wardrobe in the north wall. The wardrobe contains his clothing and robes.

There is a rather large writing desk on the east wall. If Malcolm is in the room, the desk will have several tomes, (both large and small) scrolls, parchment, contracts etc. When he is not there, the desk will be empty except for ink pots and quills, with no sign of all those tomes anywhere. There is a simple bed, and two large chests in the room "3" and "4".

(C) Meeting Room – Ceiling height 10 feet.

A simple meeting room with a table and six chairs. It is used by Lord Haven, Malcolm Vimes and Samuel Wyrmsadow to discuss important matters or to plan adventures.

(D) Samuel Wyrmsadow's Room –

Ceiling height 10 feet.

Samuel Wyrmsadow (NPC) does not spend much time in his room. He might be sitting in the chair in front of the south wall, polishing his breastplate and boots. There is a closet by the east wall with his clothes, a fireplace by the south wall, a simple bed, and a large chest "5".

Doors and Windows:

(1) – Meeting room doors – Wooden door – AC15| HP15| DC to break 13| Lock DC 10 |

The door is kept closed but unlocked. Lord Haven, Samuel Wyrmsadow and Malcolm Vimes have the keys.

(2) – Malcolm Vimes' room doors – Reinforced wooden doors – AC16| HP30| DC to break 23| Lock DC 15 |

The door is locked when Malcolm is not in the room or when he is sleeping. He has the key.

(3) – Samuel Wyrmsadow's room doors – Reinforced wooden doors – AC16| HP30| DC to break 23| Lock DC 15 |

The door is locked when Samuel is not in the room. He has the key.

(4) Library windows – Steel bars – AC19| HP40| DC to bend 25|. All windows have strong steel bars

(5) Doors on top of the stairs – Reinforced wooden doors – AC16| HP30| DC to break 23| Lock DC 15 |

On top of the stairs leading to the second floor there are wooden doors. They are kept locked at all times. Lord Haven, Samuel Wyrmsadow and Malcolm Vimes have the keys.

.Features:

!1 – Librarian – About 40 years old Horace Woehat is short, human, and a little overweight. He is friendly and takes good care of the library, keeping the books organized and gladly helping the adventurers to find what they are looking for. He will be in the library only during the day. When he is not organizing or cleaning, he will be sitting on the chair by the east wall reading. If the PCs ask his help to find books about a specific subject, they have advantage on the intelligence roll. If the PCs ask to take a book away, he will explain that it is not allowed; all the books have to be consulted in the library.

!2 – Bookshelves - The PCs can make intelligence test to try to find a book and learn something about a specific subject. The books found here are mainly about the region, the creatures that can be found and how to deal with them, fables about lost civilizations and forgotten dungeons, and how to use the local plants. There are also tales recounting previous adventurers telling how different challenges were overcome. The DM can set the DC of the roll, depending on what the PCs are trying to learn. It takes two hours every time a PC tries to learn. That is the time to look for the books, try to find the relevant information, and try to understand or commit it to memory.

!3 – Large Chest in Malcolm's Room – Magical Wooden Chest Indestructible – Lock DC 20| Magically trapped|– The chest looks like a regular wooden chest, but is, in fact, magical. It has a common lock, which is not magical. Malcolm Vimes and Lord Haven have the key. The chest is locked at all times. If anybody other than Malcolm or Lord Haven opens the chest, a magical loud alarm will sound. If the chest is moved, the alarm will sound as well. The alarm can be heard in the whole guild and Malcolm will also be mentally alerted.

Opening the chest reveals a dark interior that cannot be lit even by magical means. It works similar to a “Bag of Holding” (Dungeon Master's Guide page 153) with the difference that

its extra dimensional space is larger; it is 4 feet diameter by 8 feet deep, and it can hold up to 2.000 pounds.

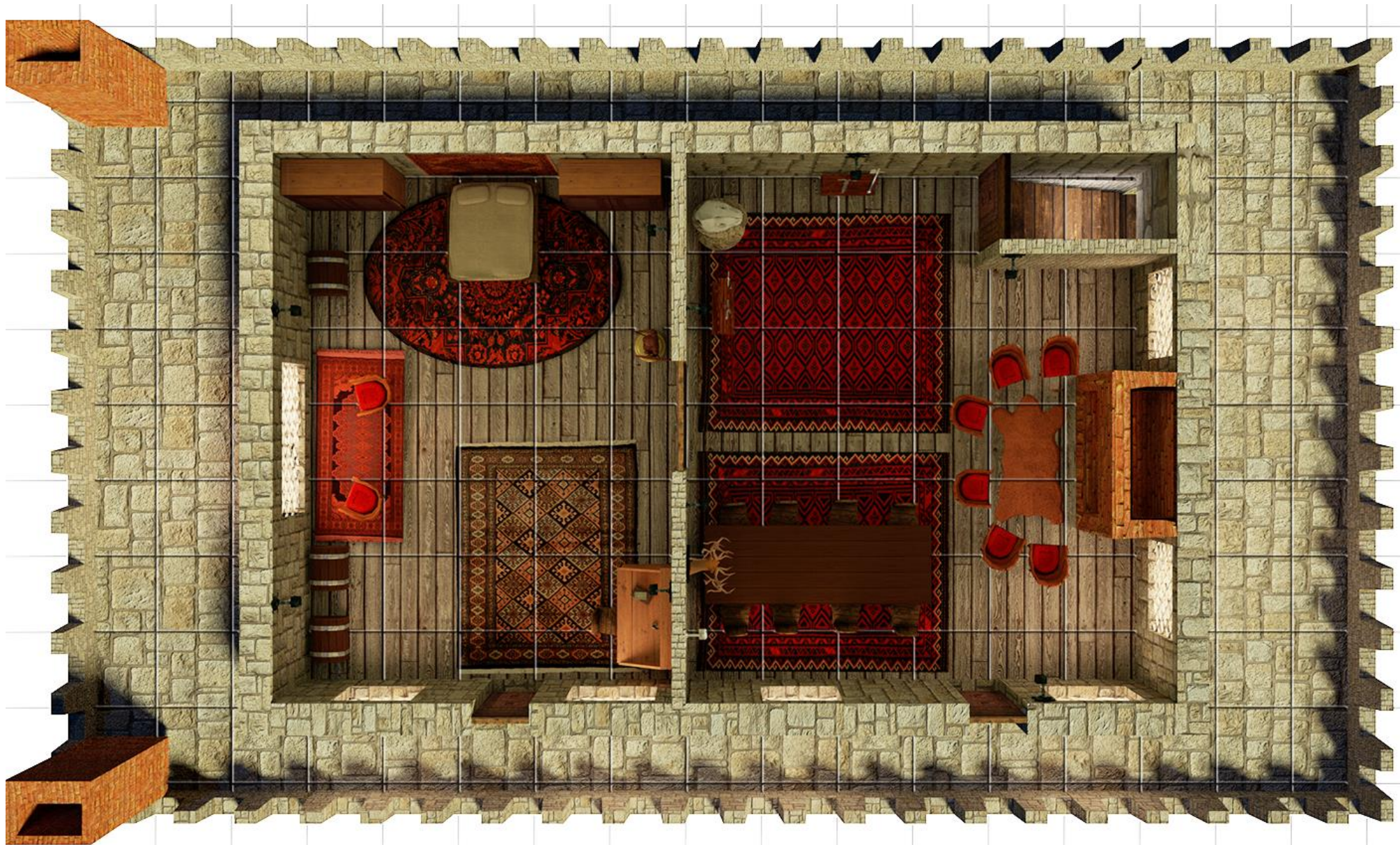
Casting dispel magic will dispel the alarm for 1d6 hours, but it will also sever the connection between the chest and the extra dimensional space during that time, and the chest will be an empty regular wooden chest. Casting “silence” allows the alarm to go on without being heard by anybody, but Malcolm will still be alerted telepathically.

The chest contains: 5 bags of gold with 1.000 coins each; 10 bags of silver with 1.000 silver coins each; 15 bags of copper with 1.000 copper coins each, 10 large tomes with accountability information, 20 small tomes with guild expenses information, several contracts, scrolls and other documents.

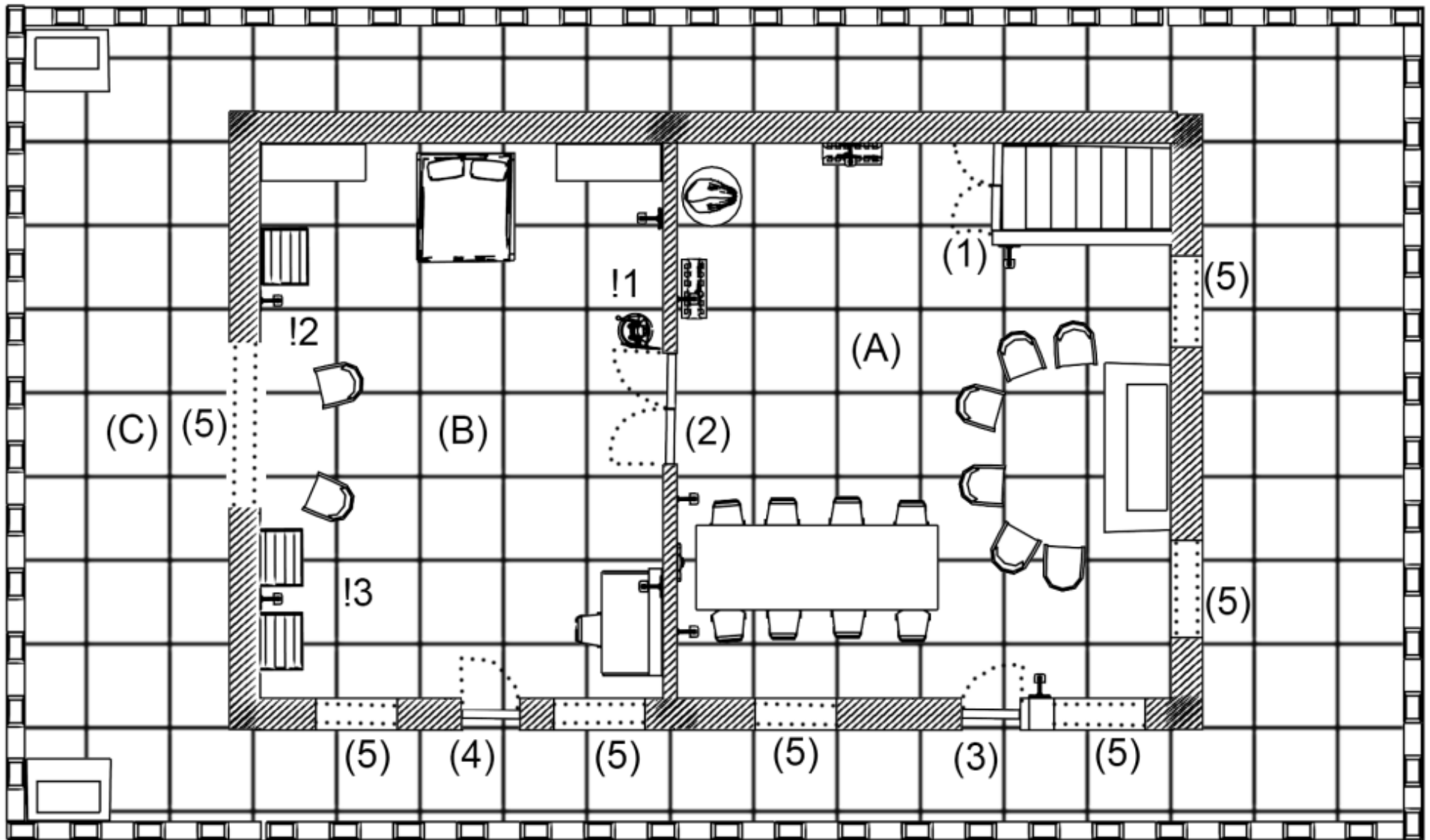
!4 – Large Chest in Malcolm's Room – Wooden Chest – AC16| HP 30| Lock DC 20| - A common wooden chest. Will be locked at all times. Malcolm has the key. It contains boots, blankets, ink bottles, and assorted trinkets belonging to Malcolm.

!5 – Large Chest in Samuel's Room – Wooden Chest – AC16| HP 30| Lock DC 10| - A common wooden chest. Will be locked at all times. It contains boots, blankets, wet stones, and assorted trinkets belonging to Samuel.

Adventurer's Guild – Second Floor



Adventurer's Guild – Second Floor



Rooms:

(A) Parlor - Ceiling height 10 feet.

In front of the stairs there is a large wyvern skull, set on a marble pillar. It is much larger than the skull of an ordinary wyvern, and can even be mistaken for a small dragon's skull. It is the skull of a wyvern defeated by Lord Haven in a battle that almost cost his life.

There are weapon racks with, what at a first glance, seem to be extremely well crafted and excessively adorned weapons. They are actually replicas of magical weapons retrieved during Lord Haven's adventures. They are not made as balanced weapons, but as decoration pieces. They can be used as improvised weapons, causing 1d4 damage. The original weapons have been sent to Lord Haven's family. They are kept in the family vaults or have been sold to the right buyers.

There is a large fireplace in the east wall with comfortable chairs, and there is a large table. Lord Haven likes to have dinner with his friends at this table, and later sit and talk in front of the fireplace.

(B) Lord Haven's room – Ceiling height 10 feet.

Lord Haven's room is spacious and comfortable, but simple. There is a large bed and two wardrobes by the north wall. The wardrobe contains his clothing which includes some expensive formal wear, which he uses when visiting his family. There is a large writing desk, with ink and quill, some blank scrolls and a couple books. In front of the window on the west wall there are two comfortable chairs. There are three large chests by the west wall "12" and "13". By the door there is a wooden statue "11" which is actually a Wooden Golem guarding the room.

(C) Battlements – No Ceiling – Open Air..

The battlements provide a good shooting angle on the guild courtyard and the grounds surrounding it. Archers here attack anyone in these locations with advantage. The chimney of the fireplaces on the lower floors are on the west side of the battlements.

Doors and Windows:

(1) – Stairs Door – Reinforced wooden door – AC16| HP30| DC to break 23| Lock DC 20 |

There is a sign reading "*Restricted Area.*" in common language. The door is kept locked at all time. Lord Haven (NPC) and Samuel Wyrmsshadow (NPC) have the key.

(2) – Lord Haven's room main door – Large wooden doors – AC15| HP20| DC to break 13| Lock DC 20 |

The door is kept locked when Lord Haven is not in the room. . Lord Haven (NPC) and Samuel Wyrmsshadow (NPC) have the key.

(3) – Door to the battlements – Reinforced wooden door. AC 16| HP 30| DC to break 23| Lock DC 15 |

The door is kept locked at all times. . Lord Haven (NPC) and Samuel Wyrmsshadow (NPC) have the key.

(4) – Door to the battlements – Reinforced wooden door. AC 16| HP 30| DC to break 23| Lock DC 15 |

The door is kept locked at all times. Lord Haven (NPC) and Samuel Wyrmsshadow (NPC) have the key.

(5) – Windows - Steel bars – AC19| HP40| DC to bend 25|

The windows have strong steel bars..

Features:

!1 – Wood Golem (Creature)– Masterfully sculpted in fine wood, the statue of a young female human warrior wielding a wooden shield and a wooden spear stands on a marble base. It was a gift given to Lord Haven by a powerful wizard he helped in one of his adventures.

A successful arcana check with DC 15 might raise suspicions about the extraordinary quality of the wooden statue, and reveal that usually such masterful work is used on constructs

. If the chests are opened or moved by anybody other than Lord Haven, the Golem will attack whoever opened the chest or took anything from them. The Golem will defend itself from attackers, and will attack back.

Lord Haven can give simple commands to the Golem, but it was made with the intent to guard or protect. The spear and shield are carved as part of the golem. It cannot drop them or be disarmed, and cannot use its hands.

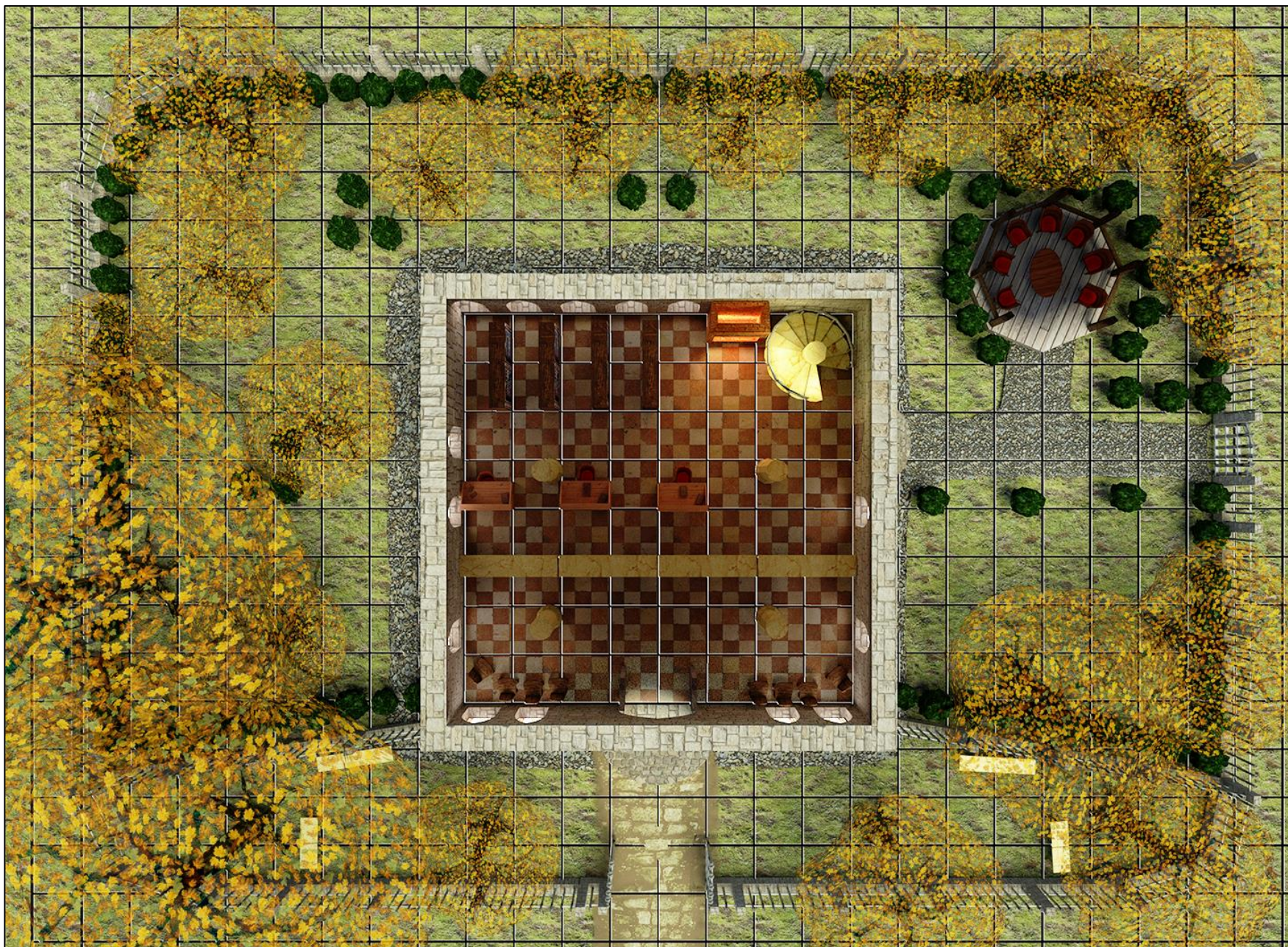
!2 – Large Chest in Lord Haven's Room – Wooden Chest – AC16| HP 30| Lock DC 10| - A common wooden chest. Will be locked at all times. It contains Lord's Haven's personal belongs: letters from his family, low value jeweler and other sentimental value trinkets

!3 – Large Chests in Lord Haven's Room – Wooden Chests – AC16| HP 30| Lock DC 20|Magically Trapped| - The chests are common wooden chests, but their locks have been magically enchanted. If the lock is picked or the chest is destroyed the trap will be activated. A loud alarm will sound and the spell "Hold Person" (Player's Handbook page 251) will be cast on whoever opens the chest or tries to move it.

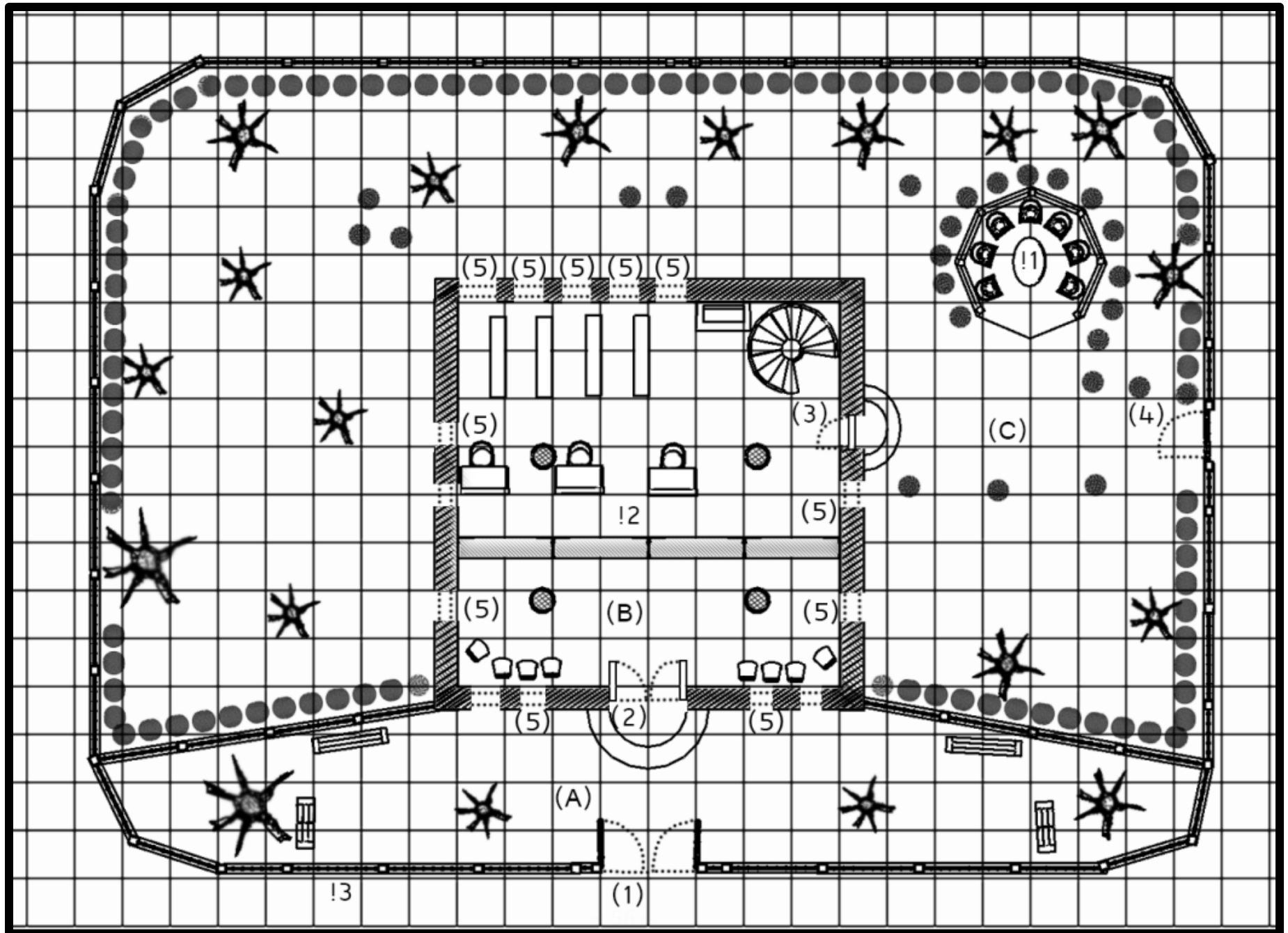
One chest contains different potions, neatly stored in wooden racks lined with velvet that have been built in the chest. This is a stash of different potions that Lord Haven can bring on his adventures according to the hardships expected. The chest contains: Potion of Healing x4; Potion of Greater Healing x2; Potion of Acid Resistance x2; Potion of Fire Resistance x3; Potion of Cold Resistance x1; Potion of Poison Resistance x4; Potion of Water Breathing x2; Potion of Climbing x6; Potion of Animal Friendship x1. (Information about potions on Dungeons Master Guide page 187 and 188)

The other chest contains magical items useful in specific situations and components used in spells. The chest contains: 3 diamonds worth 500 gp each, 6 bags of diamond dust worth 100 gp each, 1 bag with powdered silver, 1 bag with powdered iron, 1 ring of acid resistance and 1 ring of necrotic resistance (Dungeons Master Guide page 192), 1x Dimensional Shackles (Dungeons Master Guide page 165), 1x Folding Boat (Dungeons Master Guide page 170), 1x Scarab of Protection with 4 charges left (Dungeons Master Guide page 199), 1x Arrow of Wyvern Slaying; 1x Arrow of Undead Slaying, 1x Arrow of Demon Slaying. (Dungeons Master Guide page)

Old Bill Wiseman's Tower – Ground Level



Old Bill Wiseman's Tower - Ground Level



Rooms:

(A) Front yard – No Ceiling – Open Air

There are a couple heavy marble benches under the shade of the large trees on each corner of the front yard. There is a 10ft fence around the whole area “!3”. There might be adventurers waiting on the marble benches, or staff cleaning the area.

(B) The Adventurers Guild Bureau – Ceiling height 15ft

During the day, the clerks will be behind the wide marble counters that are cover the hall from wall to wall “!2”. There are three writing desks with stamps, sealing wax, medals used to show the ranking of the guild and several other tolls. There are bookshelves with scrolls and books, which the clerks will use to get the information of the adventurers and to check available tasks. Near the north wall there is a large fireplace, which is lit on cold days, and a marble spiral staircase leading up. There is a large chandelier hanging about 10ft high in the center of the hall, which is lit in dark days. There are four marble pillars in the hall. During the night there is a faint magical light emanating from each one the pillars. During the night there will be one invisible hound guarding the hall.

(C) Backyard – No Ceiling – Open Air

During the night there will be an invisible hound guarding the backyard. There is a 10ft fence “!3” surrounding the backyard. It is lined with 5ft tall hedge shrubs that provide visual cover. There is a gazebo with chairs and a coffee table “!1”. There are a few large trees in the backyard.

Doors and Windows:

(1) – Main Gates – Strong Steel Gates – AC20| HP60| DC to break 28| Lock DC 15 |

A 10ft tall steel barred gate. During the day it will be wide open. During the night it will be locked. William Wise (NPC) has the keys.

(2)– Main Doors – Reinforced large wooden door – AC16| HP40| DC to break 23| Lock DC 20 |

During the day the doors are wide open. During the night they will be locked. William Wise (NPC) has the keys. There is a large sign above the door reading “*Old Bill Wiseman's Tower*” in common language.

(3)– Side Door – Reinforced l wooden door – AC16| HP30| DC to break 23| Lock DC 20 |

The door will be closed and unlocked during the day. It will be locked during the night. William Wise (NPC) has the keys. There is a large dog's hatch in the door. A creature of medium size can squeeze through the hatch if they are not carrying equipment.

(4)– Backyard Gate – Strong Steel Gate – AC20| HP40| DC to break 28| Lock DC 15 |

The gate is closed and unlocked during the day. It is locked during the night. William Wise (NPC) has the keys.

(5)– Windows – Stained Glass – AC 1| HP 10| DC to break 5

The windows are pivoting glass panes. During hot days they will be open, during the night they will be closed and locked with a latch from the inside.

Features:

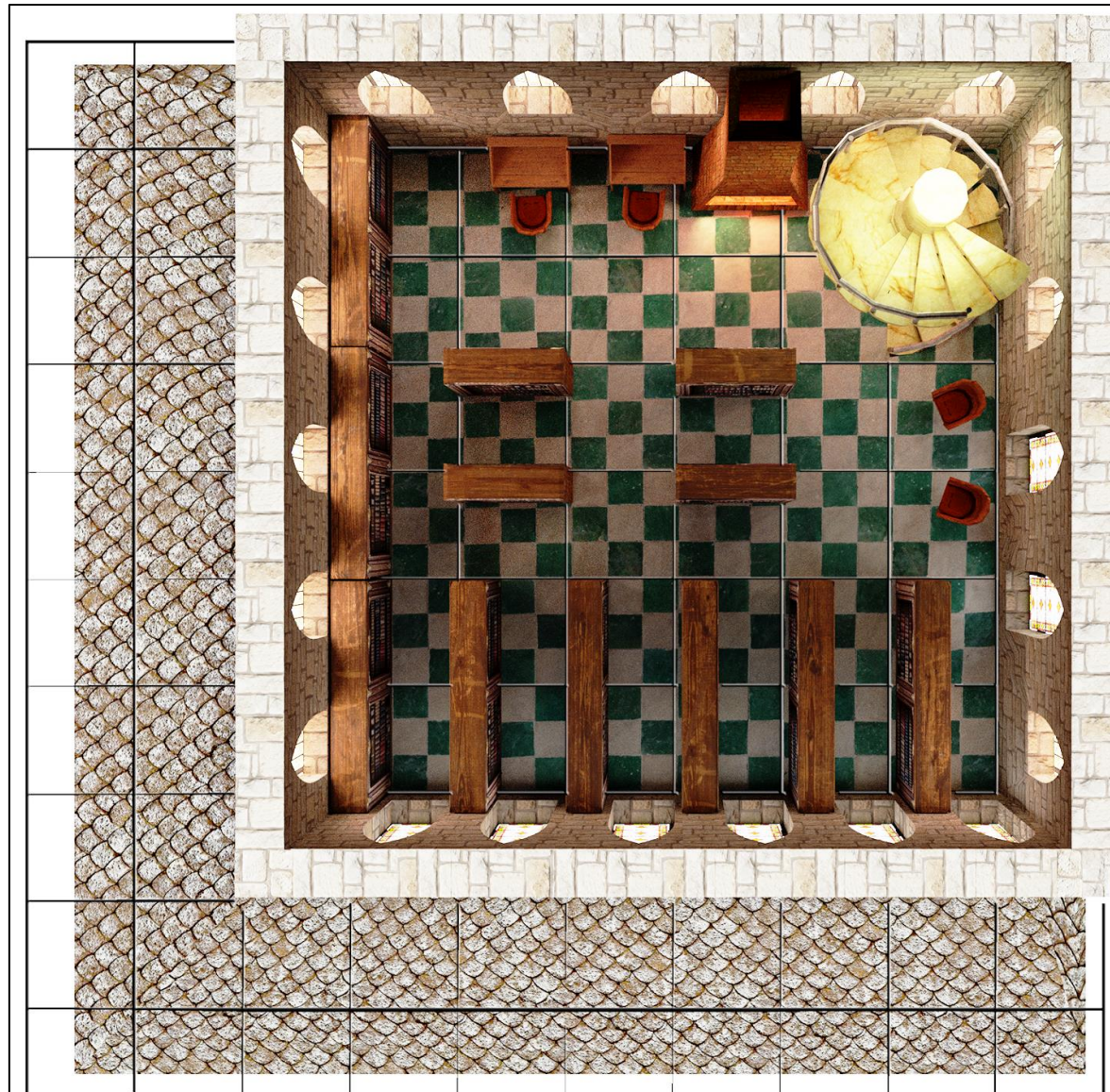
The Invisible Hounds – Every night before going to bed William Wise (NPC) will cast “Mordenkainen’s Faithfull Hound” (Players Handbook Page 261) twice. Once inside the bureau main hall and once in the backyard. The hounds will guard the areas and will bark if anybody enters. William can hear the dogs from his room and will wake up if they bark. The dogs are not going to attack unless William orders them. If the trespassers climb the stairs, the dogs are going to follow and continue to bark until ordered to act differently by William.

!1 – Gazebo–There is a gazebo in the backyard, with comfortable chairs and a coffee table. William will invite adventurers to talk in the gazebo when he has matters to discuss. When using the “Orb of Truth” he will lay it in the coffee table, affecting all who are in the gazebo. There are 10ft tall hedge shrubs surrounding the gazebo, providing visual cover and some privacy.

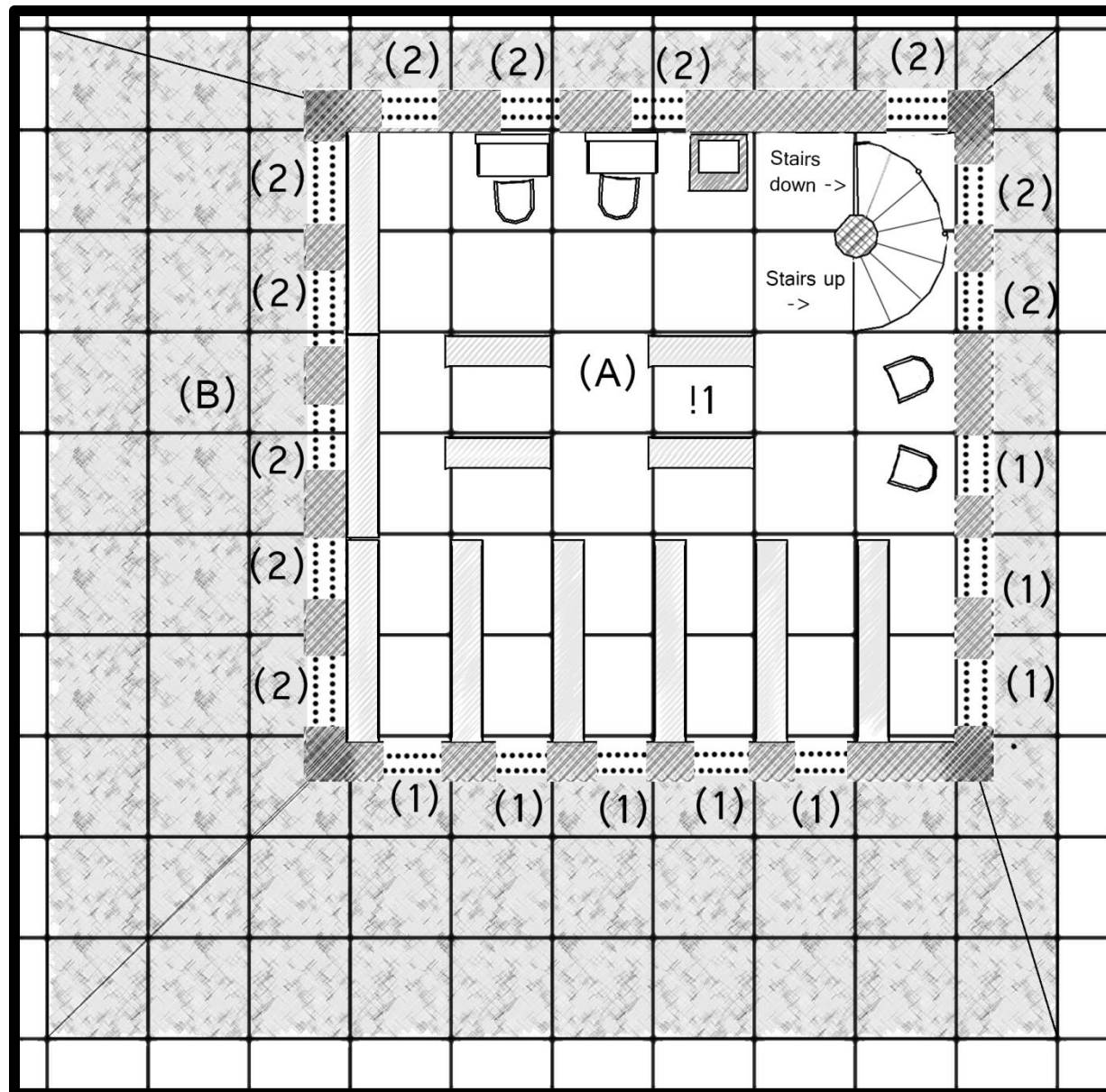
!2 - The Clerks – There are going to be 1d4 humans attending the adventurers and the townsfolk. They take requests from the townsfolk, register new adventurers and offer quests to the Guild’s members. They do all the bureaucratic work efficiently. They are friendly but focused on their work. They might engage in quick conversation with the PCs, but will excuse themselves and go back to work if there is no more business to be discussed.

!3- Steel Fence – There is a 10ft tall steel fence around the whole perimeter of the tower. It can be jumped with an athletics or acrobatics test with DC 12.

Old Bill Wiseman's Tower – First Floor



Old Bill Wiseman's Tower - First Floor



Old Bill Wiseman's Tower – First Floor

Rooms:

(A)Library : Ceiling Height 15ft

The library has a high ceiling and large windows on all walls. During the day the natural light is strong. During the night there is little to no light, except for the moonlight or firelight if the fireplace is lit. There are several bookshelves “!1” and two writing desks with blank scrolls, ink, quills and blank books. The large marble spiral staircase continues up to the next floor.

(B)Rooftop: No ceiling – Open Air

The roof tiles are slippery if it is raining, otherwise it is easy to walk on them. They are sturdy and will support 300 pounds before breaking. Falling from the roof is a 15ft fall.

Doors and Windows:

(1)– Tall Windows – Stained Glass– **AC1| HP10| DC to break 5|**

12 ft windows, reaching almost from the floor up to the high ceilings. They are pivoting, and will be closed and locked with a latch that can only be open from the inside.

(2)– High Windows – Stained Glass– **AC1| HP5| DC to break 5|**

These windows are high near the ceiling, the bottoms of them are at 8 feet above the floor. They are fixed windows and can't be opened.

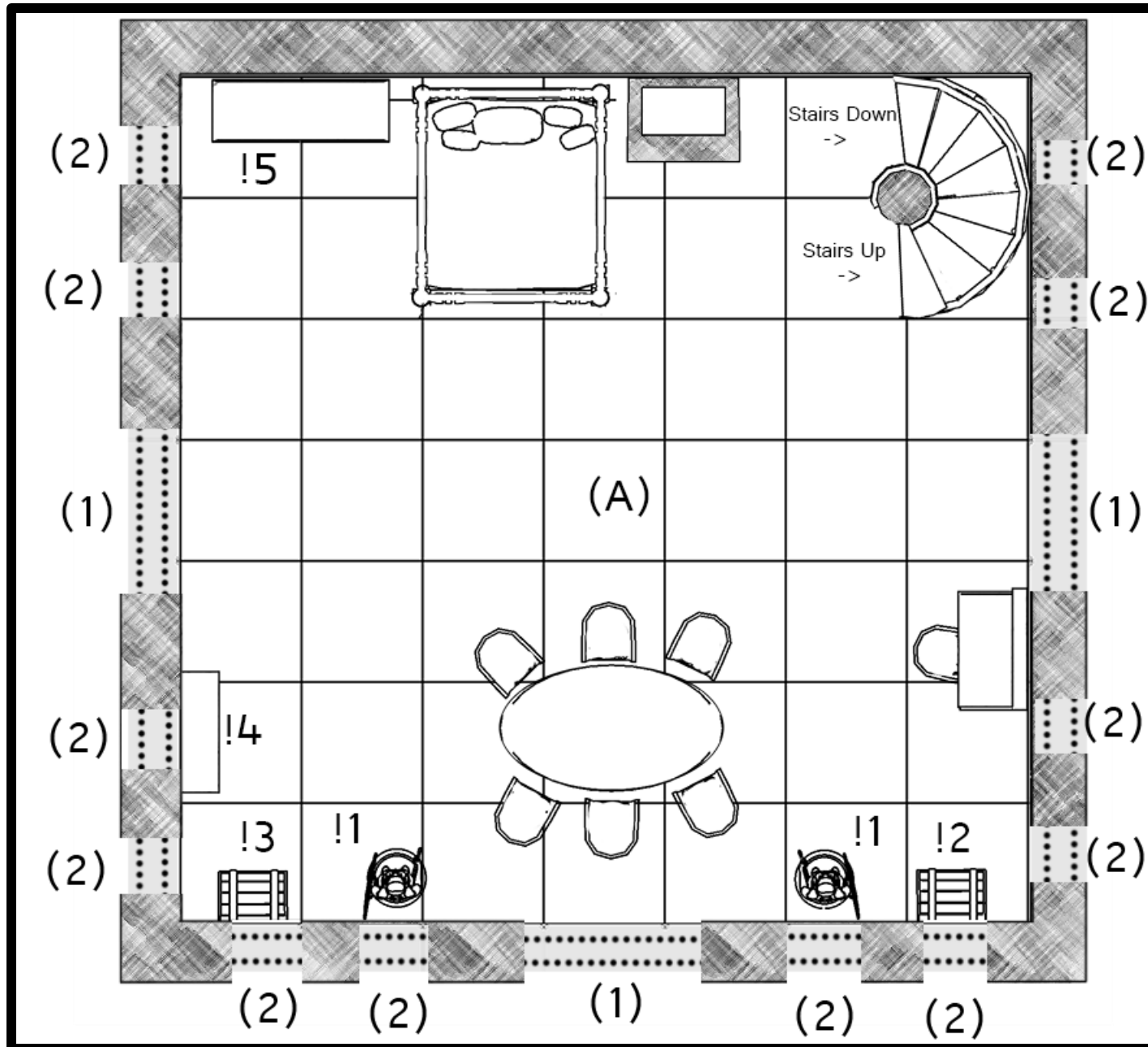
Features:

!1 – Bookshelves – 7ft tall bookshelves. There is a good variety of books, a few are rare, but they are mostly ordinary books covering a huge variety of themes, such as history, practical manuals, fiction, and records of previous adventures. If the PCs look for expensive books they will find tomes worth gold equivalent to 5 times their roll on a INT check

Old Bill Wiseman's Tower - Second Floor



Old Bill Wiseman's Tower - Second Floor



Old Bill Wiseman's Tower - Second Floor - Page 1 of 2

Rooms:

(A) William Wise's Room : Ceiling Height 15ft

A spacious room, with high ceiling. There is a rather large bed with four post and red velvet curtains, a table made with fine wood, a fireplace and a writing desk. There is also a wardrobe "15", a small bookshelf "14", two large wooden chests "13" and "12", and two finely carved wooden statues. They are actually wooden golems "11"

Doors and Windows:

(1)- Large Windows - Stained Glass- AC1| HP10| DC to break 5|

10 ft tall windows. They are pivoting, and will be closed and locked with a latch that can only be opened from the inside.

(2) Windows - Stained Glass- AC1| HP5| DC to break 5|

The bottoms of the windows are at 5 feet above the floor, and they extend up to the ceiling They are fixed windows and can't be opened.

Features:

!1 Wood Golem (Creature)- Masterfully sculpted in fine wood, the statue of a young female human warrior wielding a wooden shield and a wooden spear stands on a marble base. It was a gift given to Lord Haven by a powerful wizard he helped in one of his adventures. Those golems have been assigned to be commanded by William Wise. If anybody enters the room without his permission, the golems will attack. They will not follow intruders down the stairs, but will follow them up. A successful arcana check with DC 15 might raise suspicions about the extraordinary quality of the wooden statue, and reveal that usually such masterful work is used on constructs William Wise can give simple commands to the Golems, but they were made with the intent to guard or protect. The spear and

shield are carved as part of the golem. It cannot drop them or be disarmed, and cannot use its hands.

!2 - Large Chests in William Wises' Room - Wooden Chests - AC16| HP 30| Lock DC 20|Magical Trapped|

The chest is locked. If the lock is picked or the chest is broken the magical trap will activate, casting "Mordenkainen's Faithful Hound" (Players Handbook Page 261)". The hound will protect the chest and attack whoever is near it. The dog will not chase after the trespassers, and will stay close to the chest, barking if anybody other than William Wise is in the room. The hound is friendly to William. The attack bonus of the hounds is +8

This chest contains magical items William used to bring on adventures while accompanying Lord Haven. The contents of the chest are as follows, (they can all be found on Dungeons Master Guide): Brooch of Shielding, pg156| Two pairs of Sending Stones, pg199|Wand of Secrets pg211| Slippers of Spider Climbing, pg200|

!3 - Large Chests in William Wise's Room - Wooden Chests - AC16| HP 30| Lock DC 20|Magical Trapped|

The chest is locked. If the lock is picked or the chest is broken the magical trap will activate, casting "Mordenkainen's Faithful Hound" (Players Handbook Page 261)". The hound will protect the chest and attack whoever is near it. The dog will not chase after the trespassers, and will stay close to the chest, barking if anybody other than William Wise is in the room. The hound is friendly to William. The attack bonus of the hound is +8

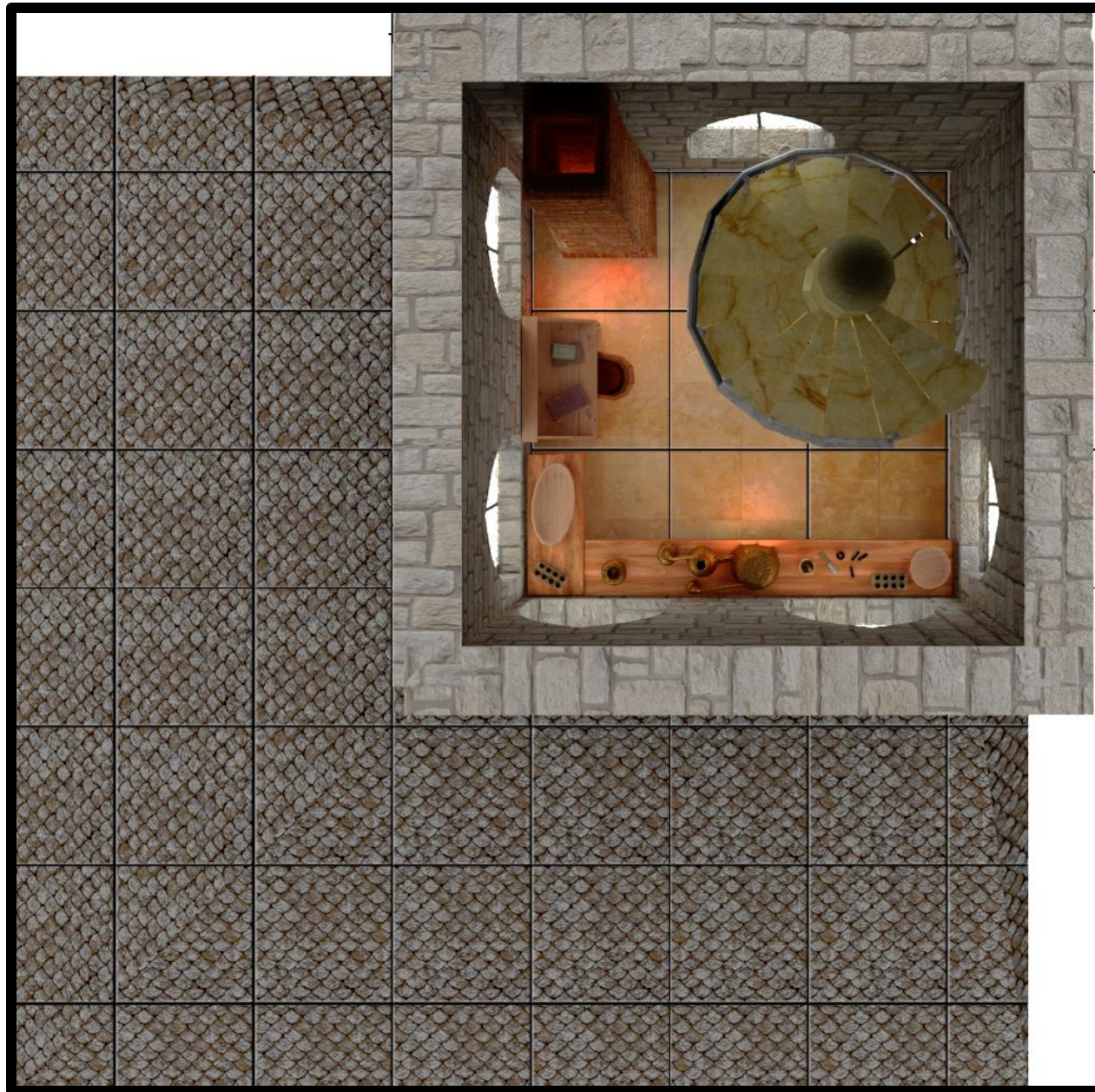
This chest contains tools and items William uses when studying or identifying magical objects. The contents of the chest are as follows, (they can be found on Dungeons Master Guide): Alchemy Jug, pg150 | Decanter of Endless Water, pg161| Eyes of Minute

Seeing, pg168 | Wind Fan pg213 | Eversmoking bottle, pg168|
One pouch with 20 fine pearls worth 100gp each.

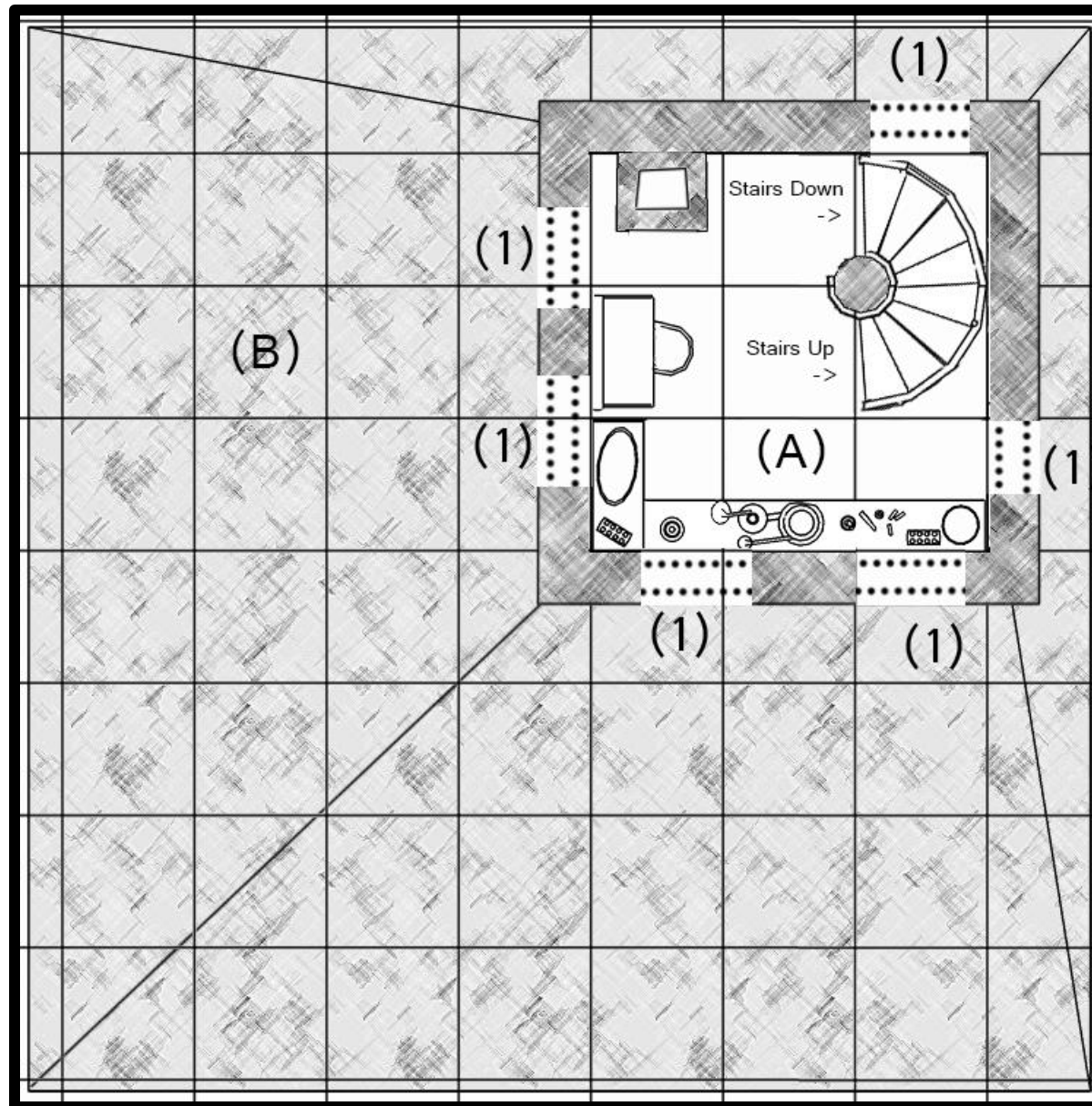
!4 – Small Bookshelf- A small bookshelf contains an assortment of rare and common books. If the PCs look for expensive tomes, they will find rare books worth, in gold, 20 times their INT check. There is one common tome with a fake cover that is actually a record of sigils to different teleportation circles around the world. If a PCs knows the “Teleportation Circle” spell he can learn additional sigil sequences by studying the book. There is nothing magical about the book, and the only way to find this tome is to check all the books one by one, or know its title. The DM can decide where the sigils are located, according to the world that is being used in the campaign.

!5 – William's wardrobe- It has an assortment of common and expensive clothes. Some are suited for traveling or adventuring, others are fancy and suited to engage with the nobility, and there are a few comfortable robes used in the long hours studying his books. There is one robe adorned with gems and gold studs worth 200gp, with matching shoes worth 50gp.

Old Bill Wiseman's Tower - Third Floor



Old Bill Wiseman's Tower - Third Floor



Old Bill Wiseman's Tower – Third Floor

Rooms:

(A) William Wise's Lab : Ceiling Height 15ft

There is a full alchemy lab, a writing desk with a comfortable chair, a small fireplace and large windows. William spends days in his lab studying magical items with the help of his "Unseen Servant" spell.

The large marble spiral staircase continues up to the next floor, there is trap door on top of it. It is reinforced wood, with stats: **AC16| HP30| DC to break 23 | Lock DC15.**

(B) Rooftop: No ceiling – Open Air

The roof tiles are slippery if it is raining, otherwise it is easy to walk on them. They are sturdy, each 5ft square will support 400 pounds before breaking. Falling from the roof is a 45ft fall. Falling through the roof on the floor below is a 15ft fall..

Doors and Windows:

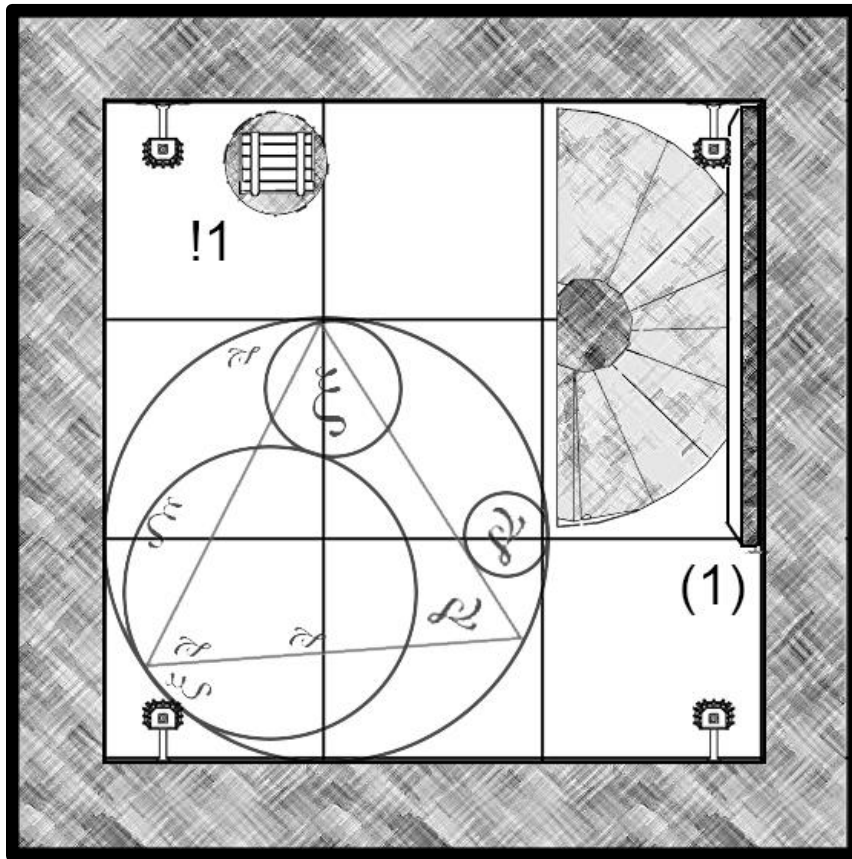
(1)- Large Windows – Stained Glass- **AC1| HP10| DC to break 5|**

They are pivoting, and will be closed and locked with a latch that can only be open from the inside.

Old Bill Wiseman's Tower – Fourth Floor



Old Bill Wiseman's Tower – Fourth Floor



The fourth level in the tower has no windows.
There is a teleportation glyph permanently marked on the floor, William Wise uses it only for emergencies, if he needs to quickly return to his tower, or escape it.

There is a chest:

!1 – Small wooden chest – Unlocked –

A small chest is on top of a marble pedestal. It is unlocked and contains a flask of Keoghtom's Ointment with 3 charges.
(Dungeons Master's Guide pg179)

There is also a trapdoor covering the stairs:

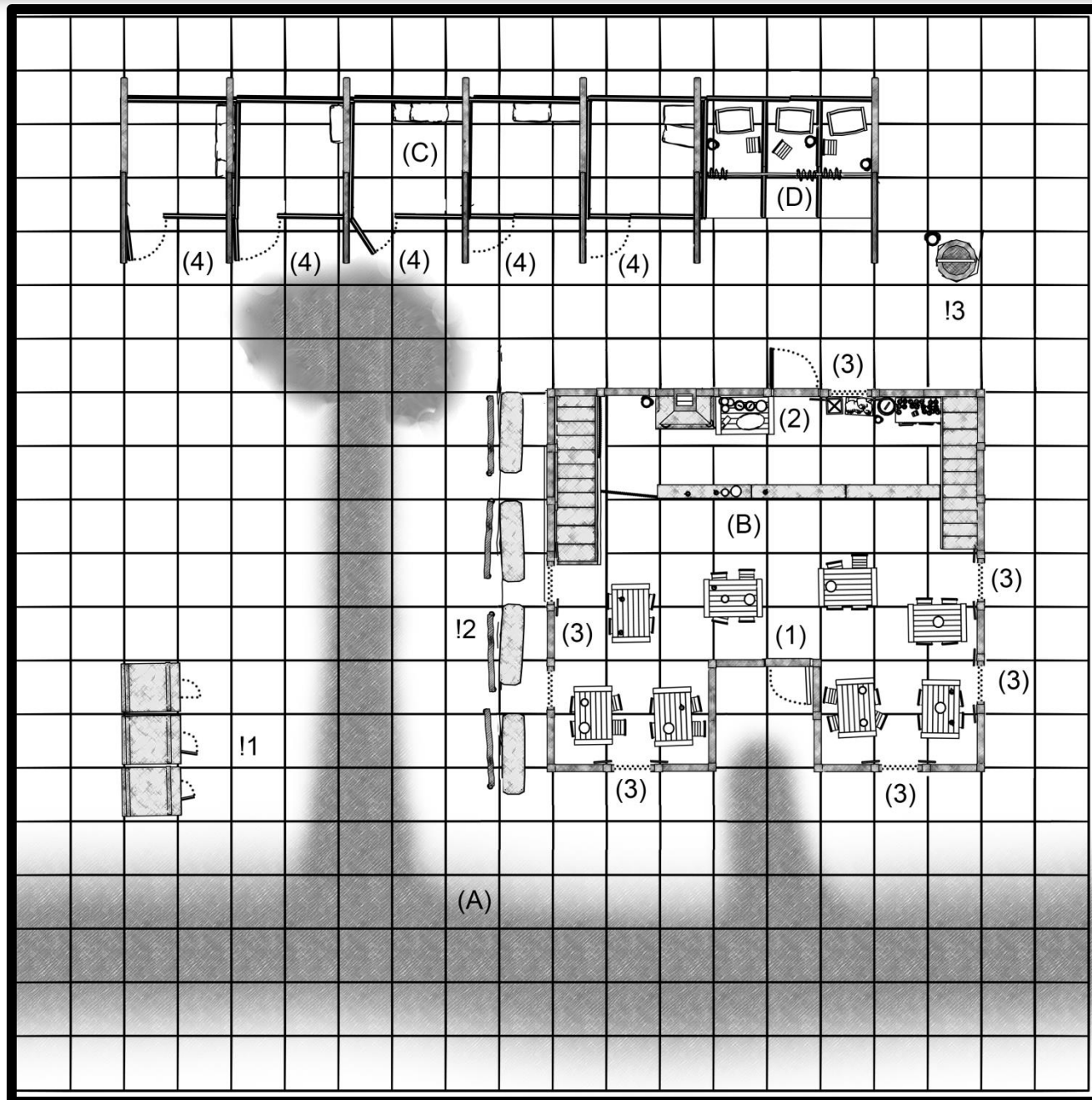
(1)– Reinforced wood trapdoor - AC 16| HP 30| DC to break 23|
Lock DC 15 |

The trapdoor is locked at all times, William Wise has the keys.

Jolly Momo's Inn - Ground Level



Jolly Momo's Inn - Ground Level



Rooms:

(A) Road : No Ceiling – Open air area.

The main road branches, and leads into the stables, passing through a few hitching rails set in the shade with water available for horses. There are three latrines “!1” near the road.

(B) Tavern: Ceiling 8ft high

The tavern has several tables with wooden chairs. There is a counter where Jolly Momo, or one of his staff, will take orders and manage the Inn. During the night there will be a couple waiters serving the tables and there will always be at least one bouncer around. Stairs on the east wall lead to the basement and stairs near the west wall leads to the bedrooms upstairs.

Below is a menu with a few options offered in the tavern:

- Boiled Eggs – 1cp
- Boiled Pork and Onion – 7cp
- Chicken Stew – 4cp
- Pickled Chicken and Walnut Bread – 6cp
- Pork Pie – 8cp
- Smoked Chicken and Onion Stew – 5cp
- Smoked Pork and Roasted Radish – 5cp
- Stewed Pork and Turnip – 9cp

The most popular ale is called *Strong Ox*, a cheap and strong ale produced by a family of hill dwarfs not far from the inn.

The most popular wine is the *Half-Grape*, a cheap red wine produced by an old halfling in the farms near Haven Cross.

Below is a list of some of the beverages offered:

- Ale – Strong Ox – Mug 4cp – Gallon 2sp
- Ale – The Bolgus Special – Mug 6cp – Gallon 3sp
- Ale – Virgin's Kiss – Mug 10cp
- Wine – Half-Grape – Pitcher 2sp
- Wine – Red Moon – Bottle 3gp
- Wine – The Baroness – Bottle 8gp

In the tavern the PCs can pay for a room at the inn, which has four different kinds of accomodation:

The Basement has large common rooms with beds separated by curtains. The cost is 1sp per night.

The first floor has:

2 single rooms with small bed, they cost 5sp per night.

3 double rooms with small beds, they cost 10sp per night.

1 room with a large double bed, a wardrobe, writing desk and carpet. It costs 2gp per night.

(C) Stables: Ceiling 12ft high

There are 5 stalls in the stables. The cost to rent a stall is 5sp per night. There are a few stable boys around to care for the horses. They will gladly accept tips.

Behind the stables there is a large corral that can accommodate up to 30 horses. There is no charge to use the corral, but it is usual to give a couple cp to the stable boys handling the horses.

(D) Bath Stalls: Ceiling 12ft high

There are 3 stalls with large barrels that have been converted into bath tubs. The stable boys will set up cold baths for 3cp and hot baths for 5cp.

Doors and Windows:

(1)- Tavern Main Doors - Wooden door - AC15| HP15| DC to break 13|.

The door will be wide open when it is hot weather, and closed when it is cold. There is no lock but it can be barred from inside.

(2)- Tavern Back Doors - Wooden door - AC15| HP15| DC to break 13| Lock DC10

The door is kept closed and unlocked. The stable boys will pass through the door to boil water for hot baths. Jolly Momo has the key, but he does not even carry it with him, keeping it in his room.

(3) Windows - Wooden Grid- AC10| HP15| DC to break 15|

The windows are protected by wooden grids. They also have wooden shutter that can be barred from the inside. If closed and barred the difficulty of breaking the windows increases to **AC12| HP30| DC to break 25.**

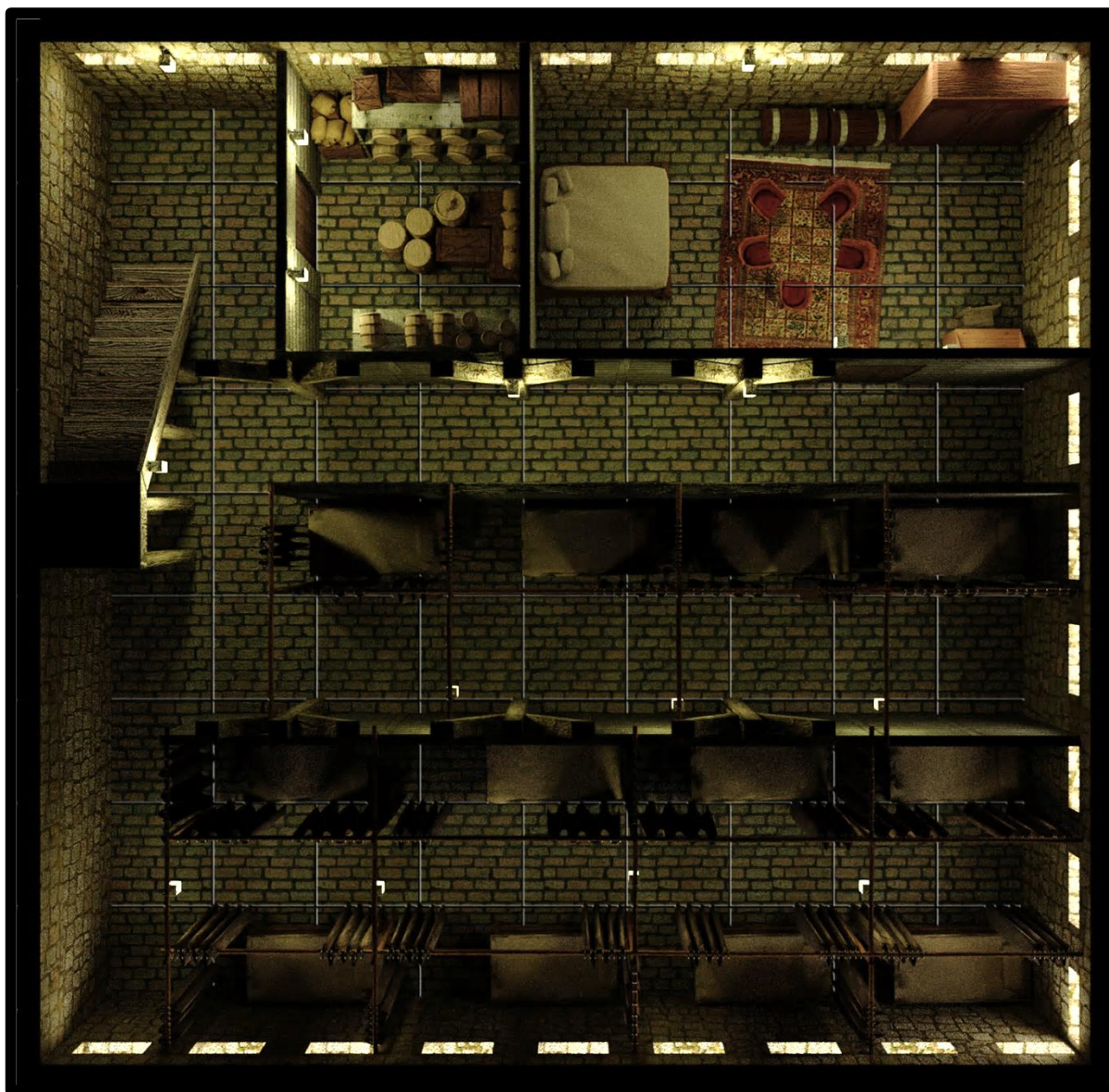
Features:

!1 Latrine- Three simple latrines, consisting of deep holes dug in the ground covered with a wooden floor with a circular hole. There are small oil lamps lit during the night.

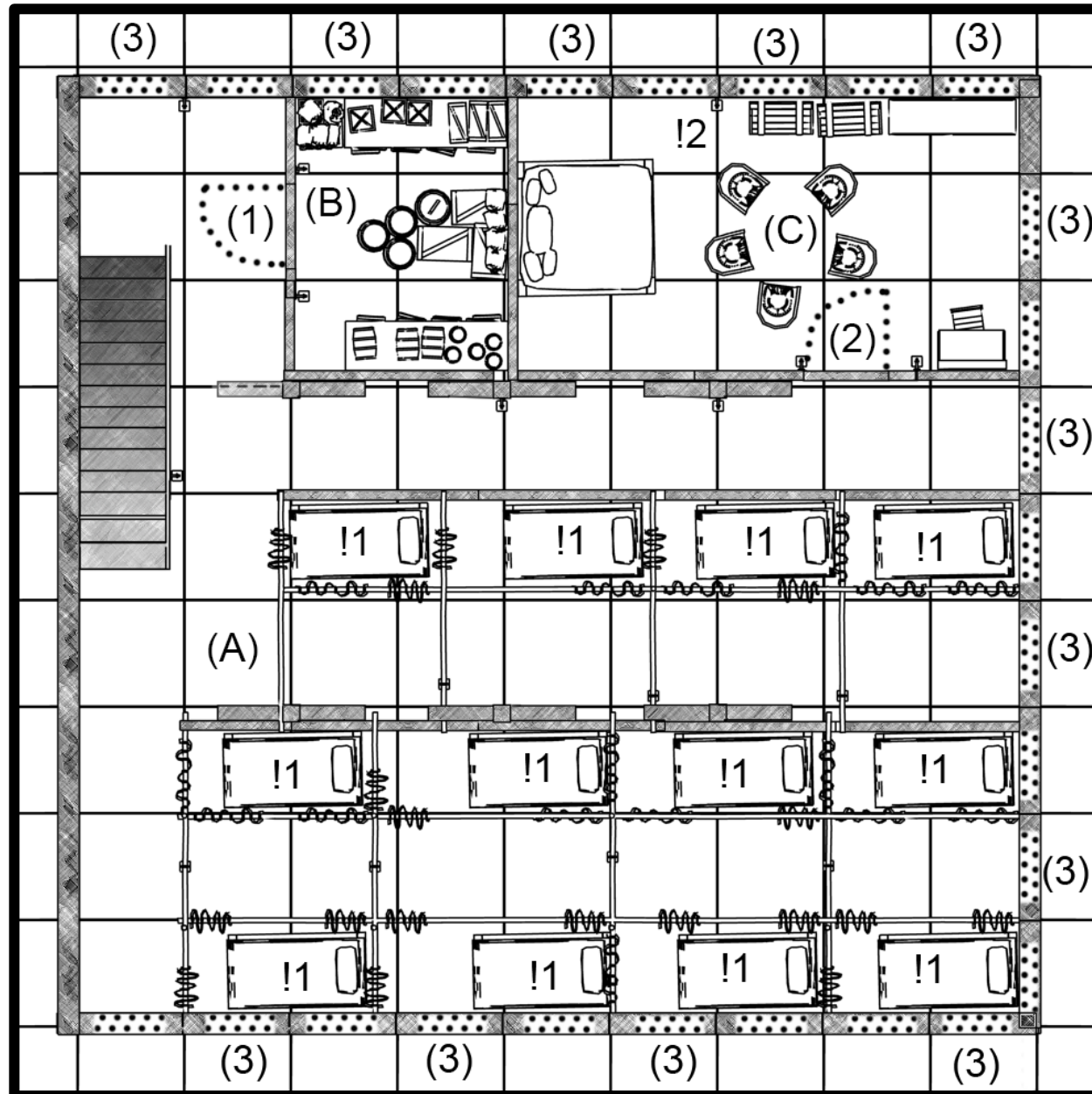
!2 Hitching Rails - There are four hitching rails with water for horses. It is possible to tie two horses on each of them. They are mainly used for short time, only until the stable boys can come and accommodate the horses in the corral or stable.

!3 Water well - A well 200 feet deep. There is a large bucket with a strong 250 foot rope.

Jolly Momo's Inn - Basement



Jolly Momo's Inn - Basement



Jolly Momo's Inn - Basement

Rooms:

(A) Dormitory: Ceiling height - 8ft.

There are wooden walls separating the area into two rooms, one with 4 and one with 8 beds. There are no doors.

(B) Storage: Ceiling 8ft high

The expensive wine and ales are kept in the storage, as well as oil, lard, grains and bed linen.

(C) Jolly Momo's Bedroom: Ceiling 8ft high

A simple room with a large bed, a large and colorful carpet, some comfortable chairs, a wardrobe a writing desk and two large chests "12". Jolly Momo uses the room mainly as his administration office and for private gatherings. He will only sleep in this room when the large room on the first floor is occupied.

Doors and Windows:

(1)- Storage Door - Wooden door - AC15| HP15| DC to break 13| Lock DC 20

The door is simple, but it has a complicated lock. It is locked at all times and only Jolly Momo has the key.

(2)- Bedroom Door - Wooden door - AC15| HP15| DC to break 13| Lock DC10

The door is kept closed locked.

(3) Windows - Wooden Grid- AC10| HP15| DC to break 15|

The windows are small, 4ft wide by 1 feet tall. They are high in the wall near the ceiling. They are protected by wooden grids.

Features:

!1 Beds- Each bed is surrounded by curtains that can be closed for some privacy. Underneath each bed there are wooden boxes that can be used to store equipment.

!2 Jolly Momo's Chests - AC16| HP 30| Lock DC 10 |

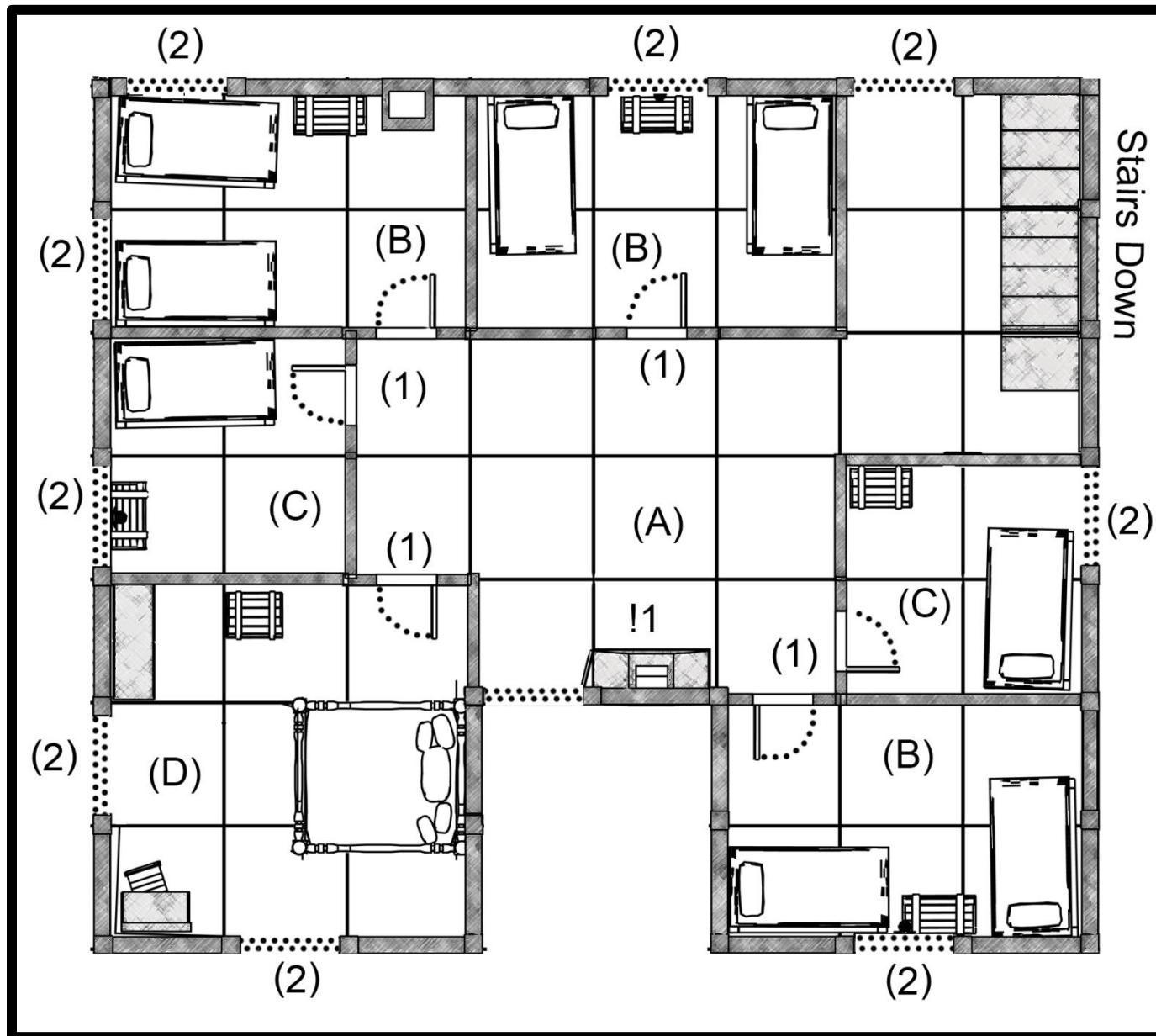
There are two chests. One contains books and scrolls with accountability information, 300 gp 1000sp and 2000cp. The other contains trinkets and personal letters belonging to Jolly Momo.

They are both kept locked. Jolly Momo has the keys.

Jolly Momo's Inn – First Floor



Jolly Momo's Inn - First Floor



Jolly Momo's Inn – First Floor

Rooms:

(A) Common Area: Ceiling height - 8ft.

There is a fireplace and lit during the cold weather. During the night there is a small oil lantern lit.

(B) Double Rooms: Ceiling 8ft high – Cost 10sp per night.

Each of these rooms has two simple beds and a large wooden chest. The chest does not have a lock, but it is possible to lock it using a padlock.

(C) Single Rooms: Ceiling 8ft high – Cost 5sp per night.

Each of these rooms has one simple bed, a wooden chair and a large wooden chest. The chest does not have a lock, but it is possible to lock it using a padlock.

(D) “The Royal Chamber”: Ceiling 8ft high – Cost 2gp per night.

Even though it is a small room, Jolly Momo calls this room “The Royal Chamber.” It has a large four-post bed and velvet curtains, a wardrobe, a wooden chair, a writing desk, a large wooden chest and a fancy large carpet. Jolly Momo sleeps in this room when it is not occupied, but he will quickly move out and have his staff clean the room and change the bed linen if anybody rents it.

Doors and Windows:

(1)– Bedroom Doors – Wooden door – AC15| HP15| DC to break 13| Lock DC 13

The doors are simple, with above average locks. The keys are provided after paying in advance for the first night.

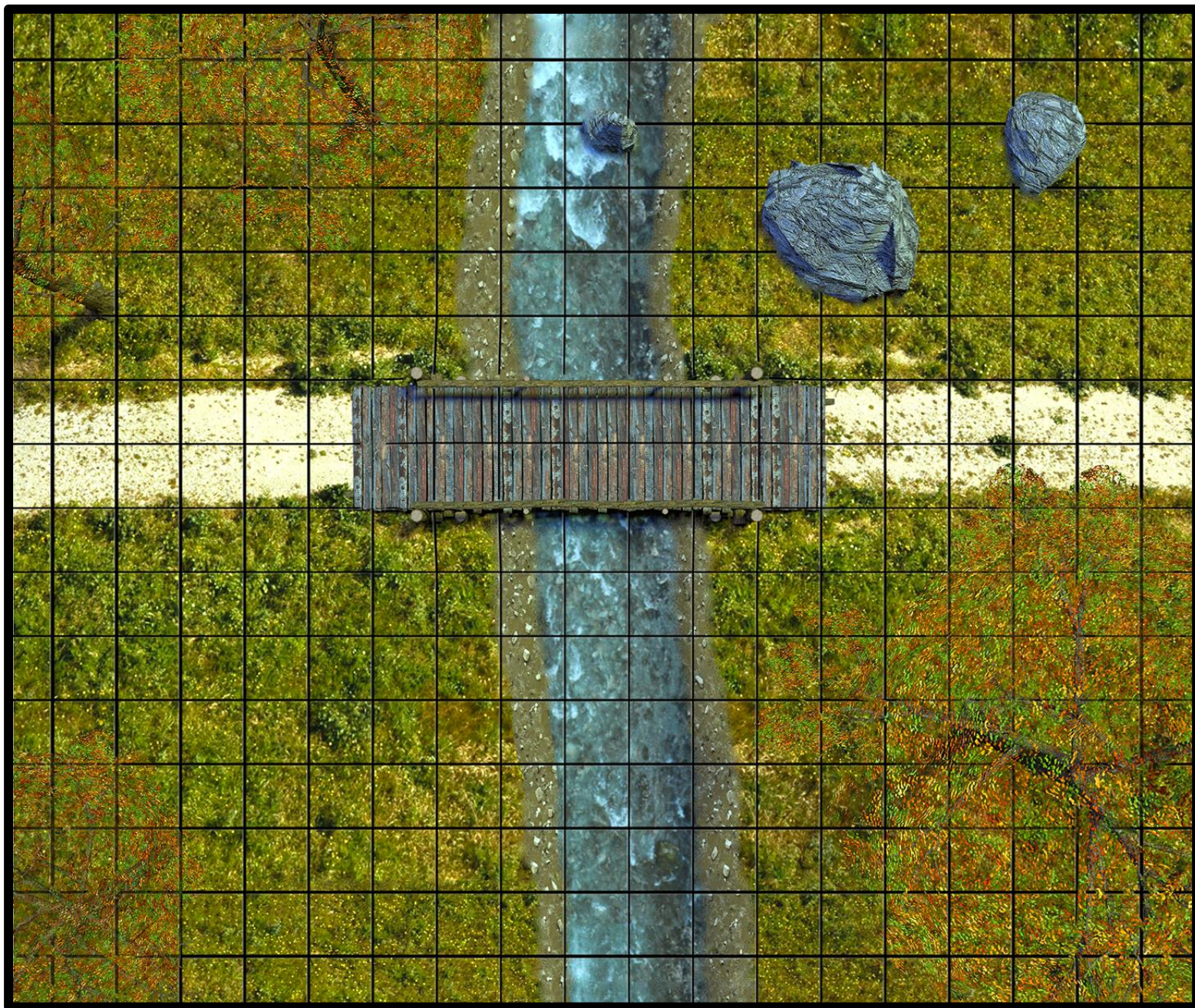
(2)– Windows -Wooden blinds– AC12| HP10| DC to break 10|

The windows are simple with wooden blinds that can be barred from the inside.

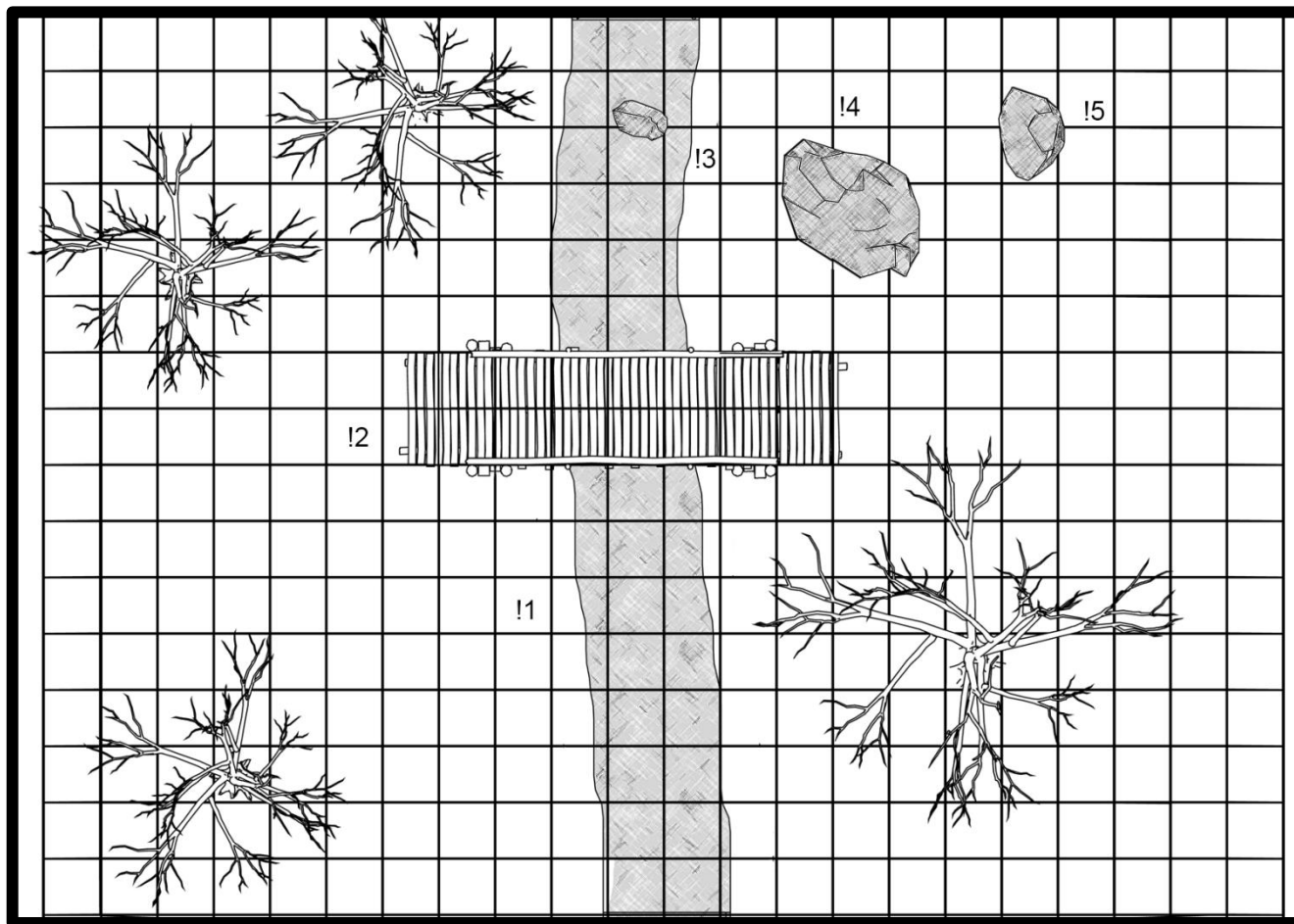
Features:

!1 Fireplace– Lit during cold weather.

Road Encounter - Bridge



Road Encounter - Bridge



!1 - Brook: A 4ft deep brook with a gentle current.

!2 - Wooden bridge: A simple bridge built with wooden boards and logs. It is sturdy enough to bear the weight of a fully loaded heavy wagon.

!3 - Rock: In the middle of the brook there a pointy rock roughly 4ft wide. An athletics check with DC13 is enough to hop on the rock and jump to the other side .

!4 - Large Rock: A large rock, 7ft tall and 12ft wide. Can be used as cover or climbed on, giving advantage on melee attack rolls against others trying to climb it.

!5 - Rock: A 5ft tall rock. Can be used as cover or hiding.

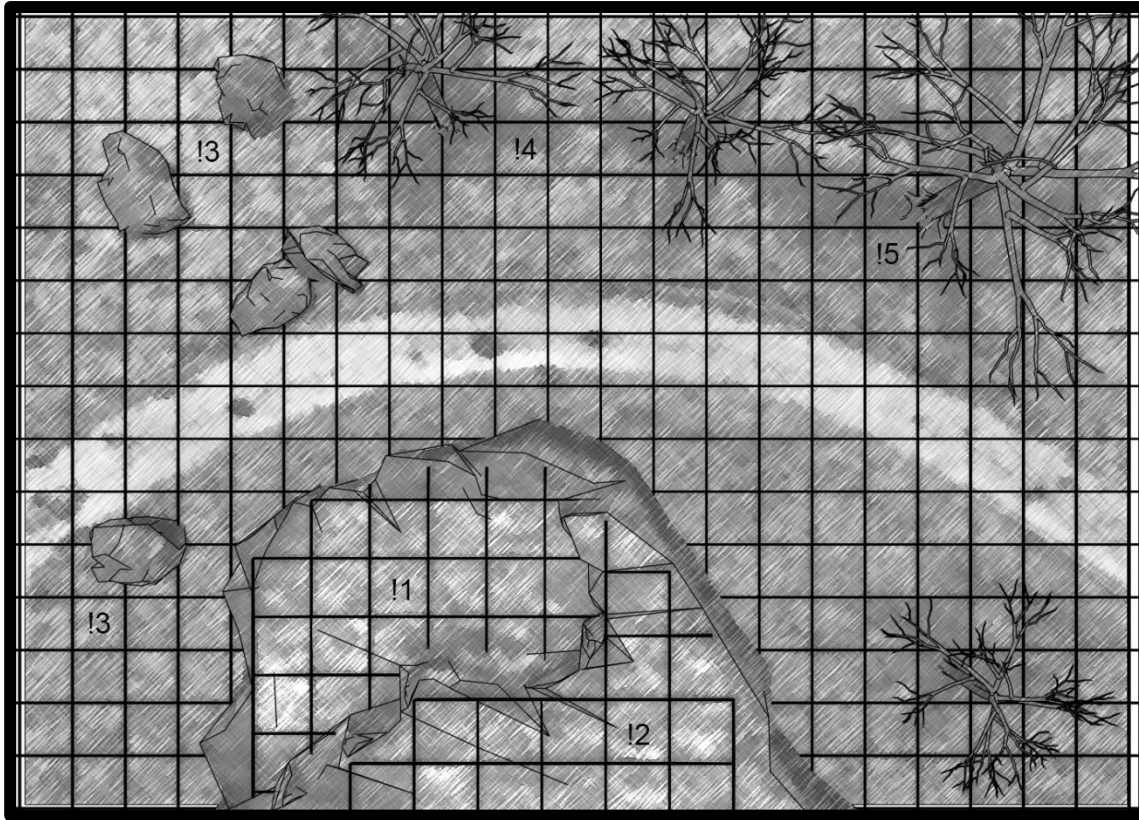
The trees are roughly 30ft tall. They can be climbed with a DC15 athletics check. They can be used as cover.

They are 1.5ft wide at the base, so only small characters may attempt to hide behind them.

Road Encounter - Curve



Road Encounter - Curve



There is a large rock that has been partially quarried for construction in the nearby area.

The road gently curves around this rock.

It is quite large, there is a difference of 10ft between each plateau.

The rock is bare and provides little foothold. An athletics check with DC20 is enough to climb it. A PC or NPC can provide assistance by lifting or being a "human ladder", lowering the DC to 15.

!1 - Plateau - 10ft above the ground level.

!2 - Plateau - 20ft above the ground level (10ft above !1)

!3 - Large Rocks - Large Parts of the rock were not processed and were left behind. They are quite large, between 6ft to 9ft tall.

They can provide cover and hiding spots.

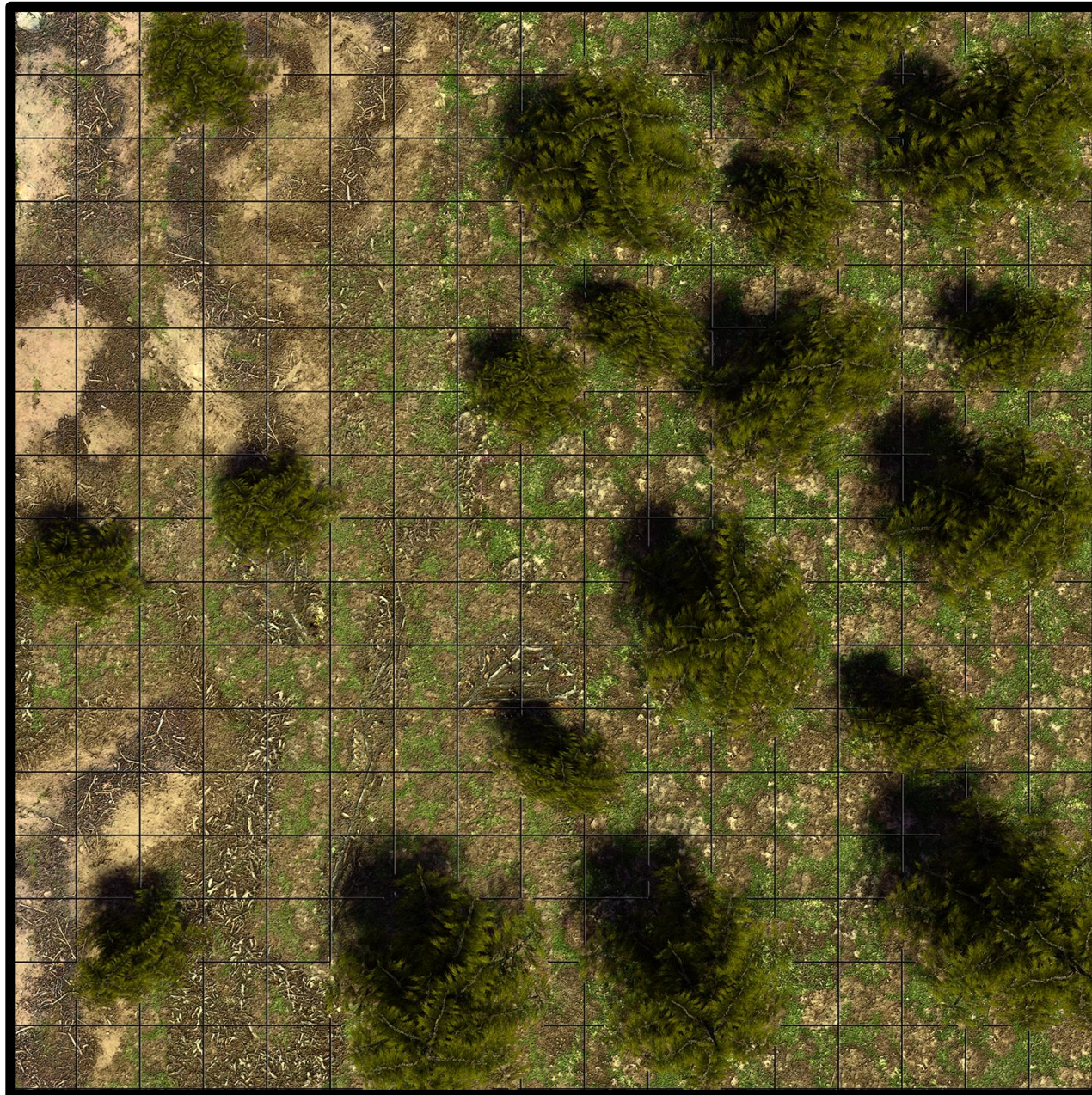
They have better footholds, and can be climbed with a DC13 athletics check.

!4 Trees - Roughly 30ft tall. They can be climbed with a DC15 athletics check. The trees can be used as cover.

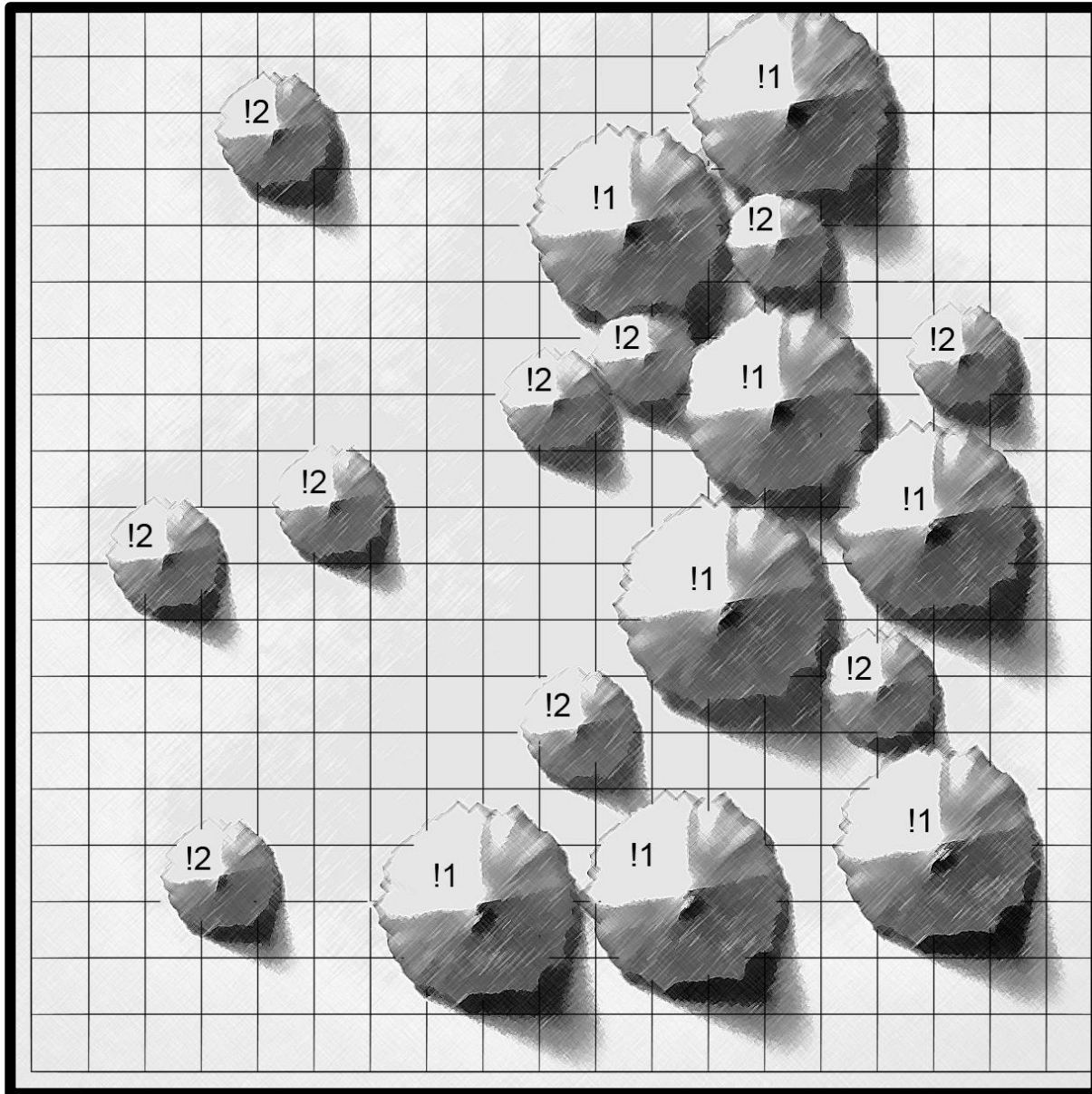
They are 1.5ft wide at the base, so only small characters may attempt to hide behind them.

!5 Large Tree - Roughly 45ft tall. It can be climbed with a DC15 athletics check. It can be used as cover. The tree is 2ft wide at the base, so a medium or smaller character can attempt to hide behind it.

Forest Encounter - Pines



Forest Encounter - Pines



The branches of the pine trees extend almost to the ground.

They can be used as visual cover or hiding spots.

Moving through the branches counts as difficult terrain for medium creatures or smaller.

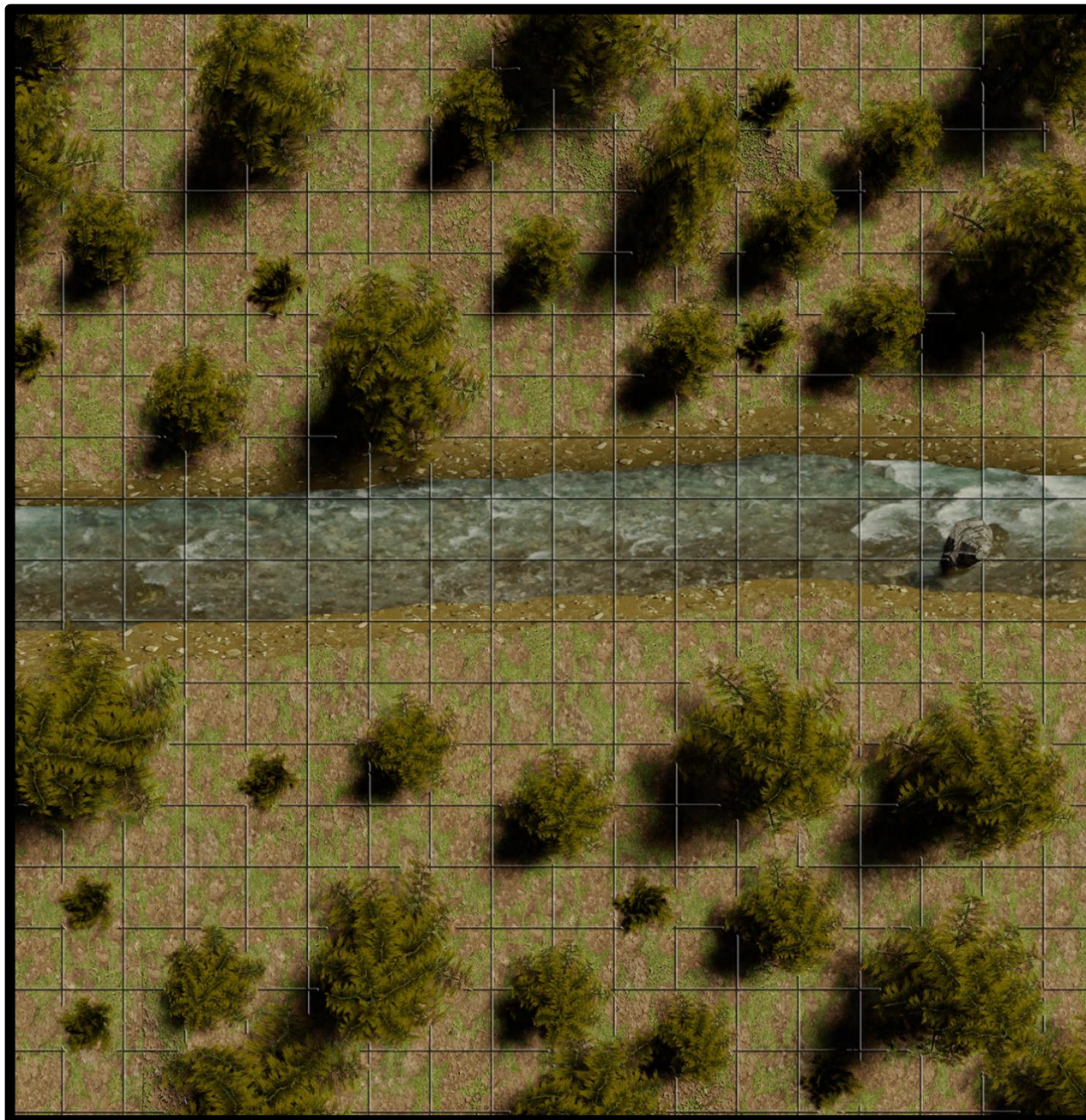
Climbing the trees is not difficult, requiring a DC10 athletics check.

Attacking or casting spells while climbing or hanging from the trees requires a DC12 acrobatics check.

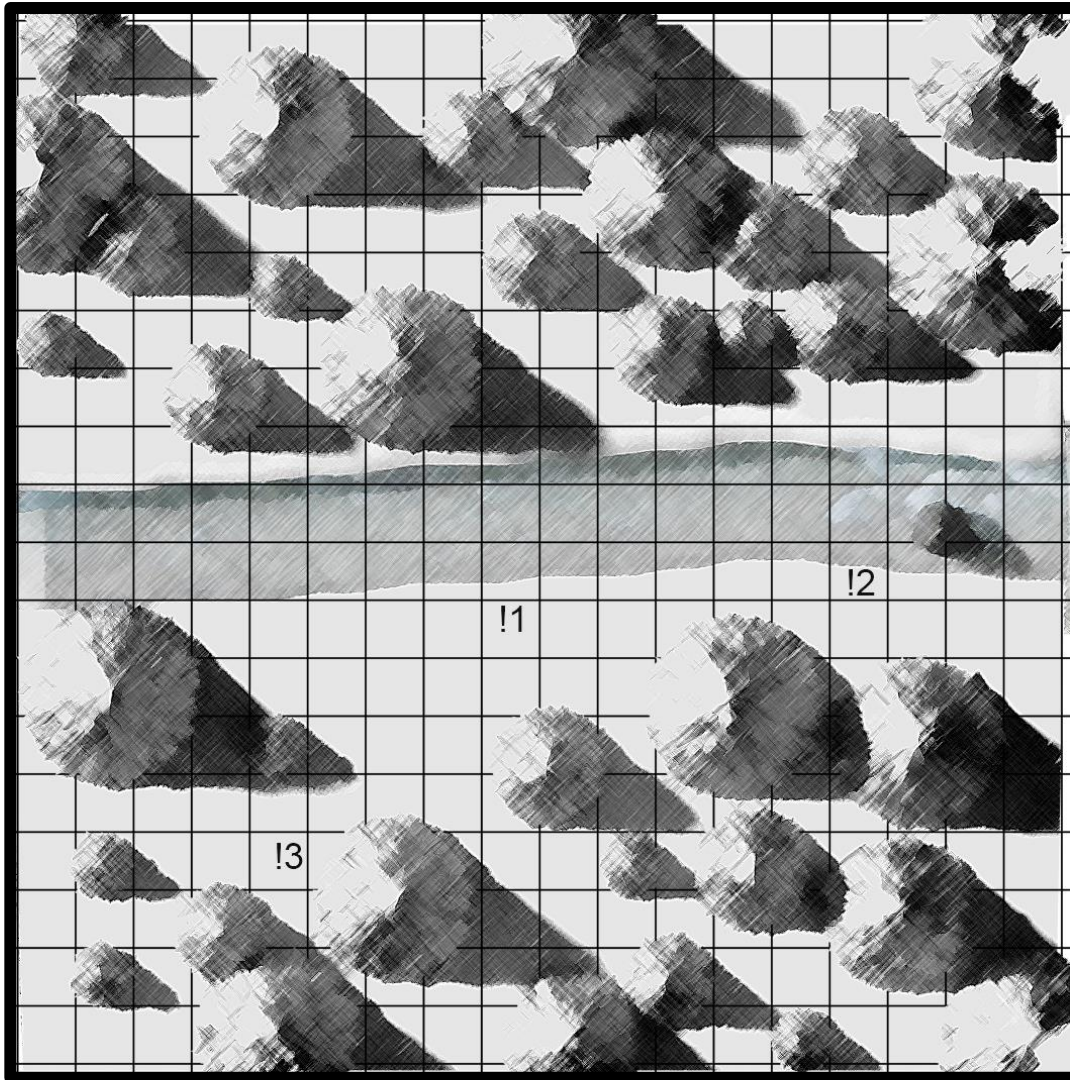
!1 - Large Pine Tree - 45ft tall

!2 - Pine Tree - 30ft tall

Forest Encounter - River



Forest Encounter - River

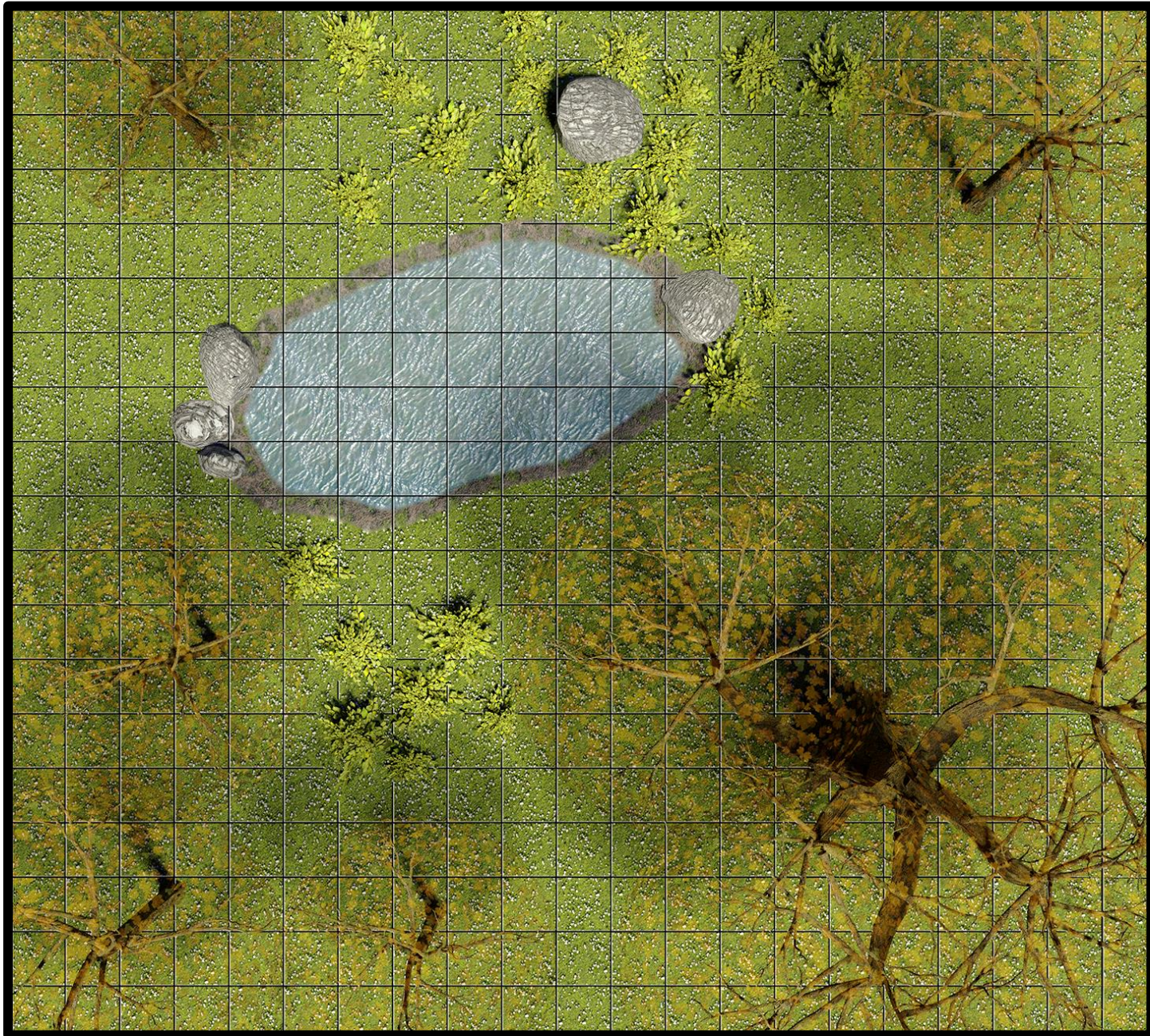


!1 -River - The river is 6ft deep, and has a moderate current.

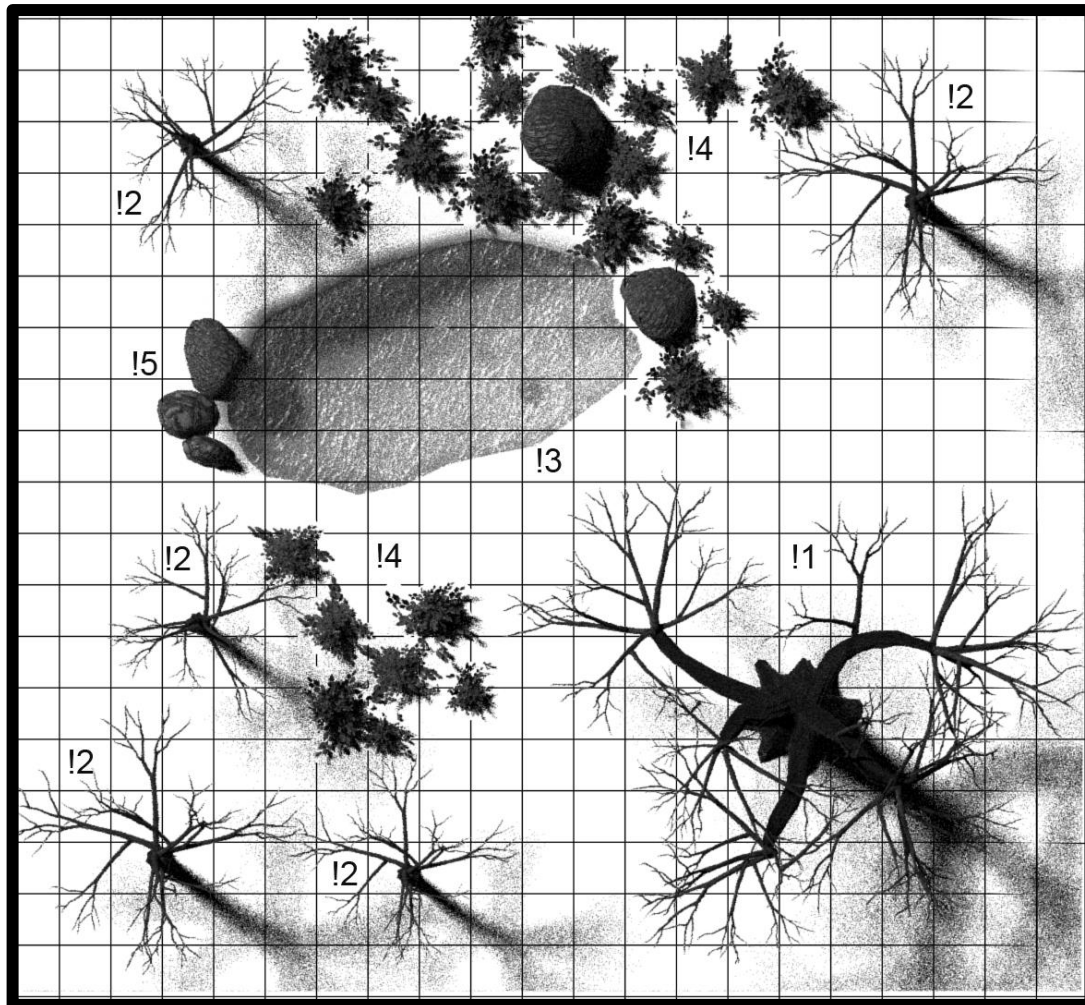
!2 Rock: In the middle of the river there is a pointy rock roughly 4ft wide. An athletics check with DC13 is enough to hop on the rock and jump to the other side .

!3 - Pine Trees - The branches of the pine trees extend almost to the ground. They can be used as visual cover or hiding spots. Moving through the branches counts as difficult terrain for medium creatures or smaller. Climbing the trees is not difficult, requiring a DC10 athletics check. Attacking or casting spells while climbing or hanging from the trees requires a DC12 acrobatics check. The trees vary from 15ft to 45ft tall

Forest Encounter - Pond



Forest Encounter - Pond



!1 - Huge Tree - The tree trunk is 10ft wide. It is 50ft tall. The first branches are 20ft above the ground. Climbing to the first branches requires a DC20 athletics check, from that point it is quite easy to navigate the wide branches, requiring a DC10 check.

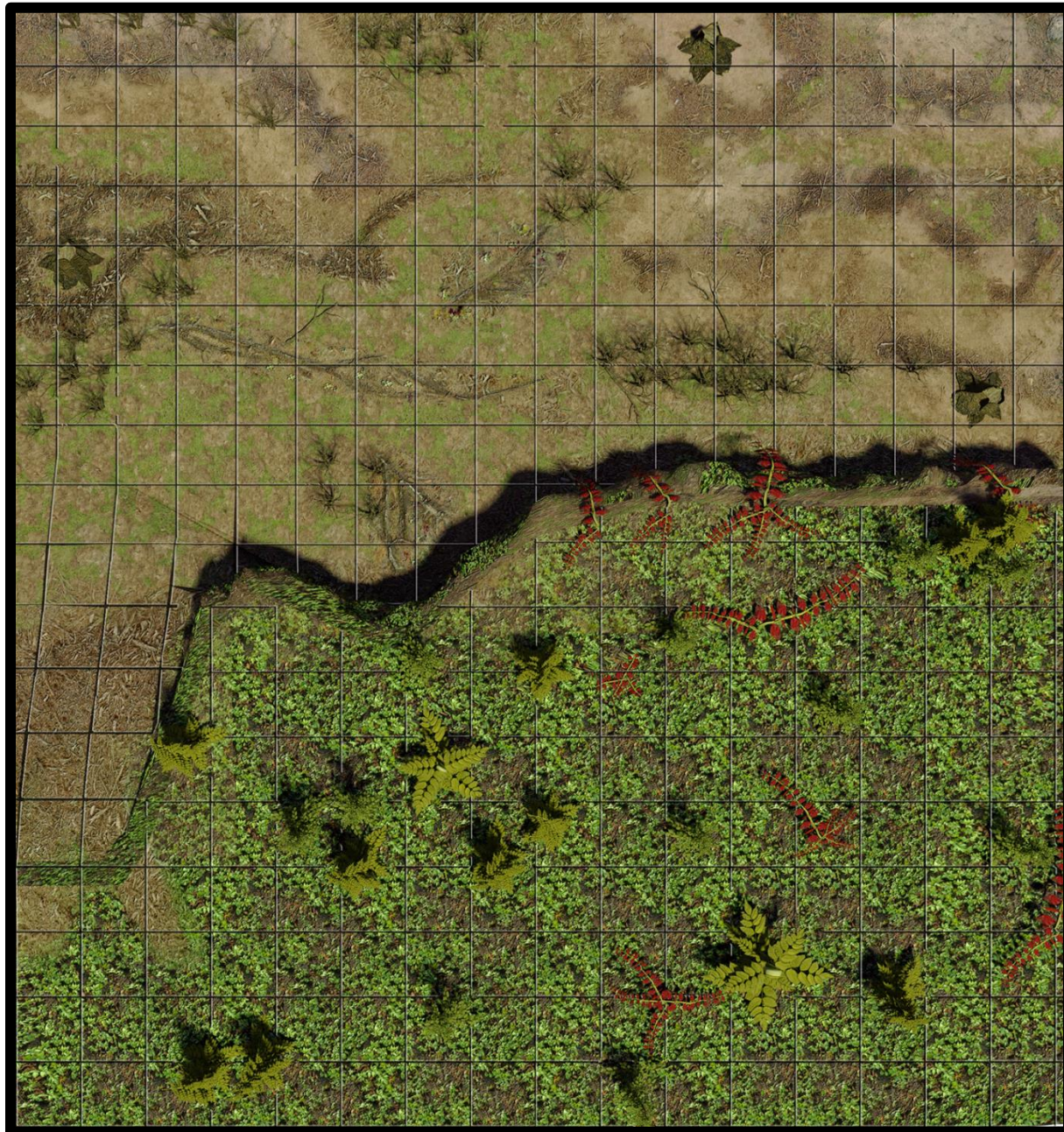
!2 - Trees - Roughly 30ft tall. They can be climbed with a DC15 athletics check. The trees can be used as cover. They are 1.5ft wide at the base, so only small characters may attempt to hide behind them.

!3 - Pond - A clear-water pond. 3ft deep in the center.

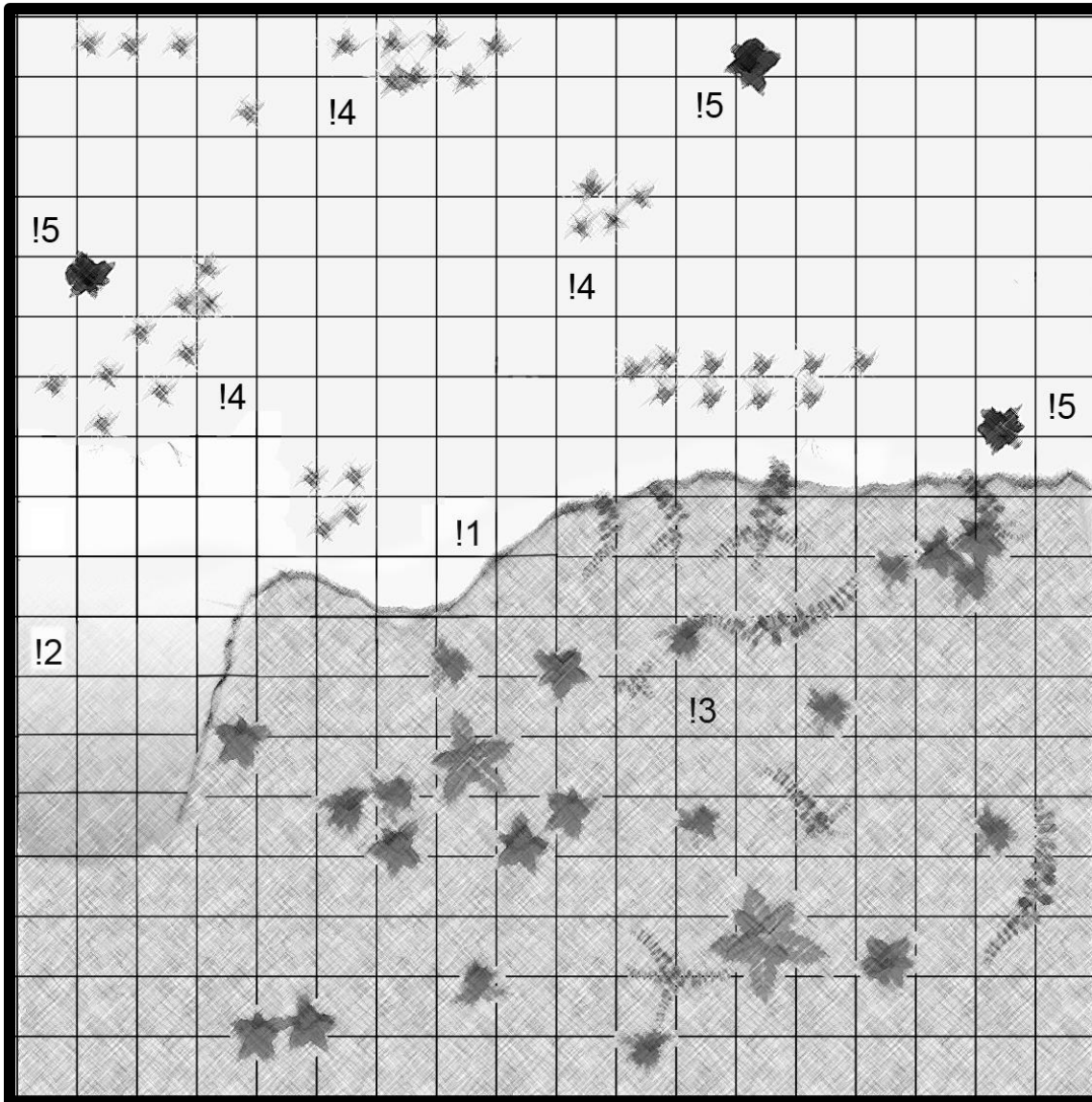
!4 - Shrubbery - Thick and 4ft tall they can provide visual cover or a hiding spot.

!5 - Rocks - Rocks varying in size, from 2ft to 8ft tall. They provide cover, hiding spots and can be climbed on.

Forest Encounter - Vines



Forest Encounter - Vines



!1 - Hill - There is a steep hill with 10ft separating the lower area with dry shrubs and the high plateau covered in vines. It is mostly vertical, but provides easy footholds and there are also vines to climb. A DC10 athletics check is enough to climb it.

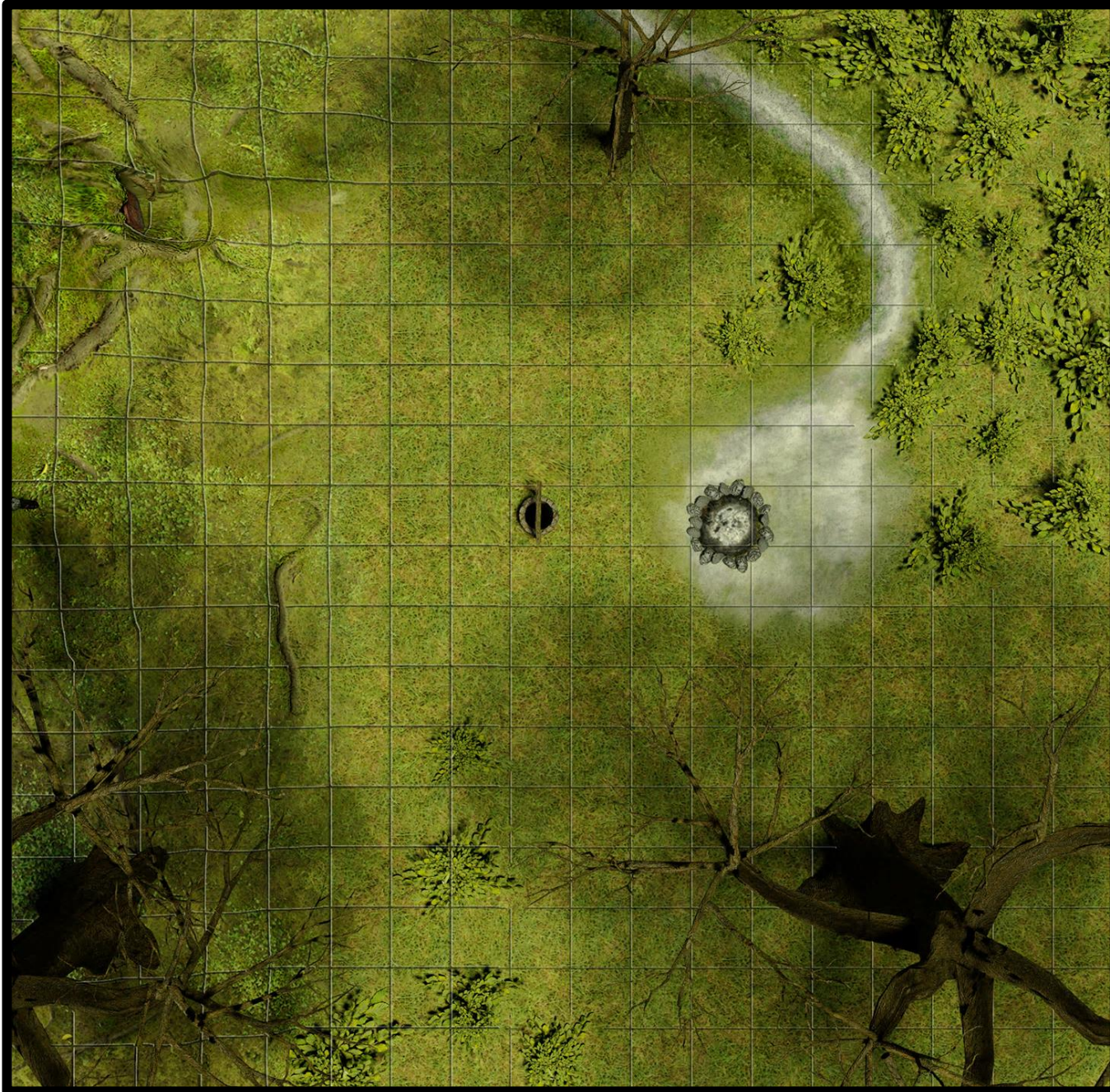
!2 - Slope - A gentle slope leads up on the plateau. It is easy enough walk it, no need for any checks.

!3 - Vines - The plateau is covered in vines and tall shrubbery. The shrubs provide visual cover, they are 5ft tall.

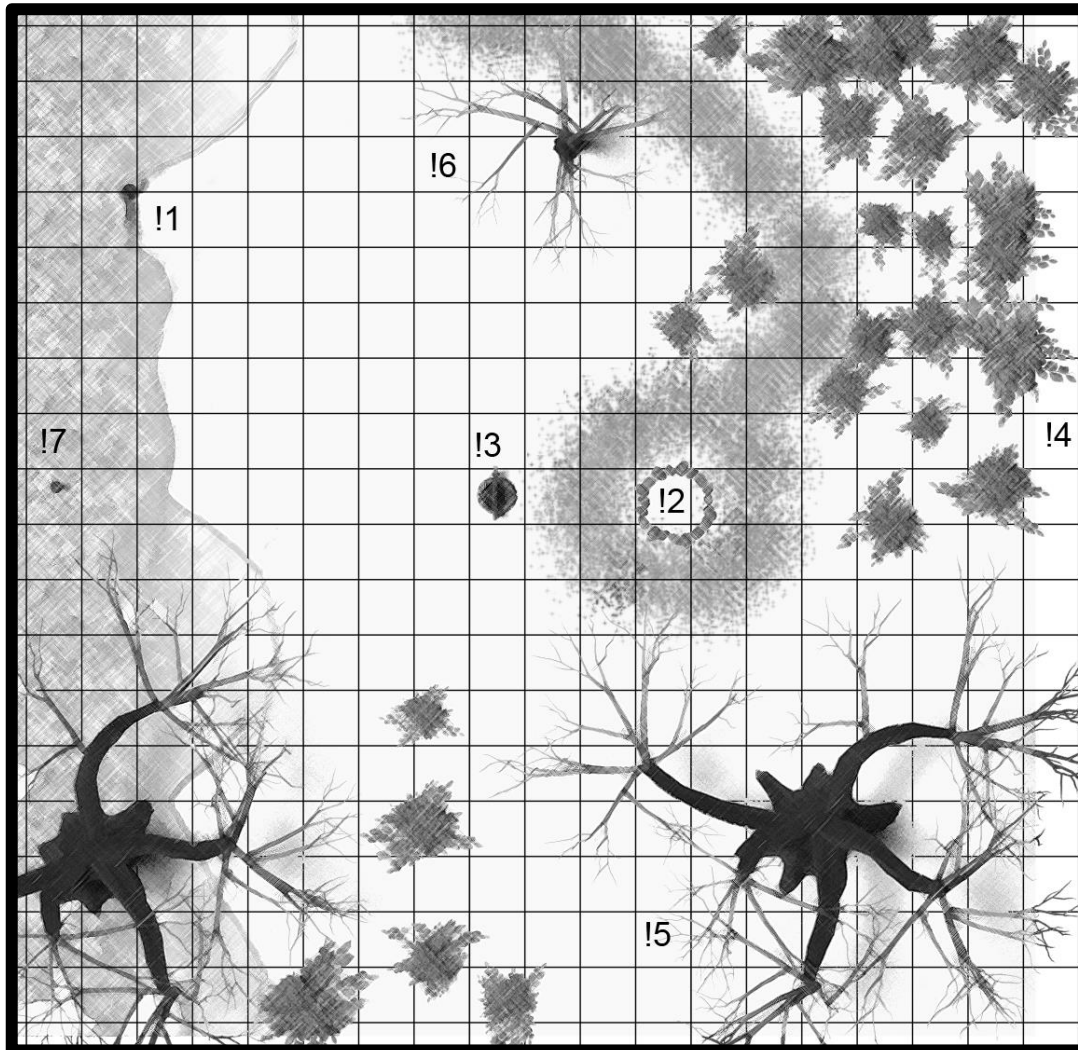
!4 - Dry Shrubbbery - They don't provide much cover, but are thick and covered in thorns. They are difficult terrain for medium or smaller creatures.

!5 - Dead tree stumps - 4ft tall and 1.5ft wide. They can provide cover or a hiding spot for small creatures.

Alchemist Lab - Campsite



Alchemist Lab - Campsite



!1 - Alchemy Lab Door - AC15| HP15| DC to break 13| Lock DC 13 - A 4ft tall decorated door is partially hidden amongst the roots of a large tree. It will be locked during the night or when the gnomes are not inside.

!2 - Firepit - A large firepit.

!3 - Water Well - A water well, 350ft deep.

!4 - Shrubbery - Thick, 6ft tall shrubberies provide visual cover and a hiding spot.

!5 - Huge Trees - The tree trunk is 10ft wide. It is 50ft tall. The first branches are 20ft above the ground. Climbing to the first branches requires a DC20 athletics check, from that point it is quite easy to navigate the wide branches, requiring a DC10 check.

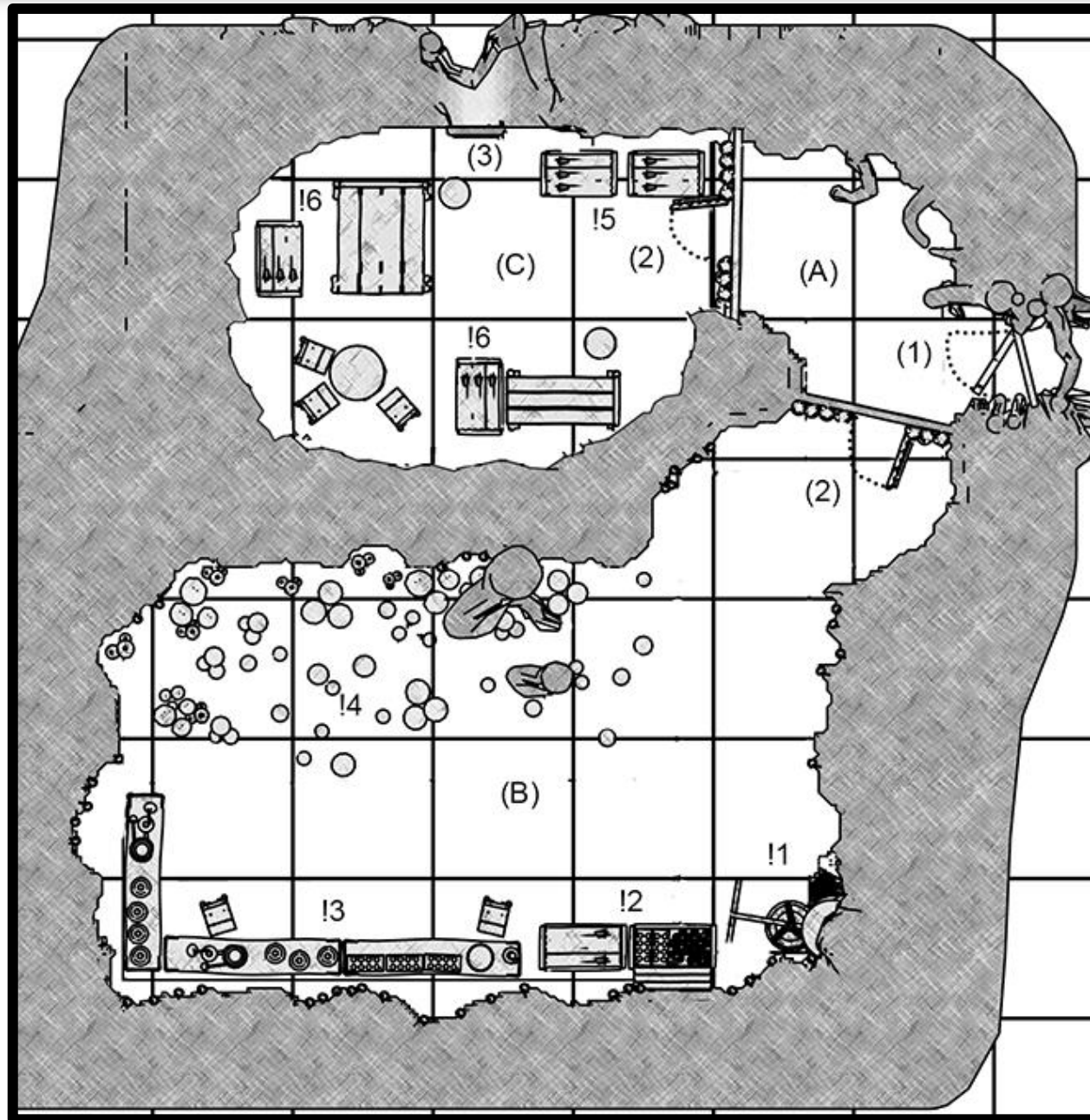
!6 - Tree - Roughly 30ft tall. It can be climbed with a DC15 athletics check. The tree can be used as cover. It is 1.5ft wide at the base, so only small characters may attempt to hide behind them

!7 -Chimney -It will blow colorful smoke when Nifiz is preparing potions in his lab.

Gnome Lab



Gnome Lab



Gnome Lab

Rooms:

(A) Entrance: Ceiling height - 5ft.

The floor and walls are covered in thick roots. There are a few glowing mushrooms on the walls and ceiling providing dim light.

(B) The Alchemy Lab: Ceiling height - 8ft.

Half of the room is covered in wooden boards, the other half is bare earth where a large number of mushrooms grow.

The walls and ceiling are covered in dozens of glowing colorful mushrooms, providing bright light.

(C) Bedroom: Ceiling height - 4ft.

A simple room with small beds, chairs and table suited for gnomes. There is a window peaking through the roots of a large tree providing dim light during the day. The floor is covered in wooden boards.

Doors and Windows:

(1)- Alchemy Lab Door - AC15| HP15| DC to break 13| Lock DC 13 - A 4ft tall decorated door is partially hidden amongst the roots of a large tree. It will be locked during the night or when the gnomes are not inside.

(2)- Simple Wooden doors - AC10| HP10| DC to break 10| Lock DC5

Very simple wooden doors, with simple locks. They are used mostly to keep small animals out of the lab and bedroom when the gnomes are not around. They are only locked when the gnomes are staying out for long.

(3) Window - Glass and Wood- AC5| HP5| DC to break 5|

It is round and small; 2ft diameter. It is pivoting and can be locked with a latch from the inside.

Features:

!1 Alchemy Furnace- A 4ft diameter steel furnace. It has a large brass cauldron attached with chains and rings to a steel pole. It can easily slide in and out of the furnace.

!2 Wooden Chests - AC10| HP 10| Lock DC 10 |

There are two chests. That is where Nifiz keeps the potions before the courier comes to pick them up. At the moment there are only empty vials and bottles in them.

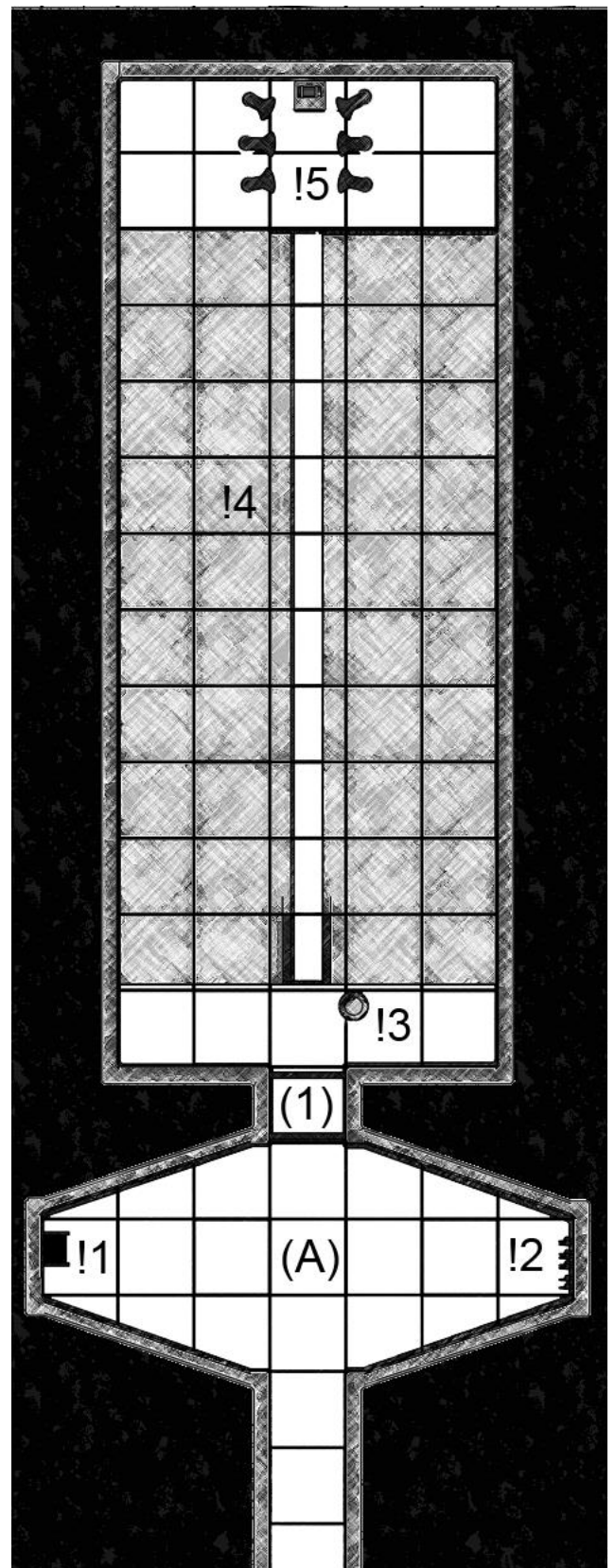
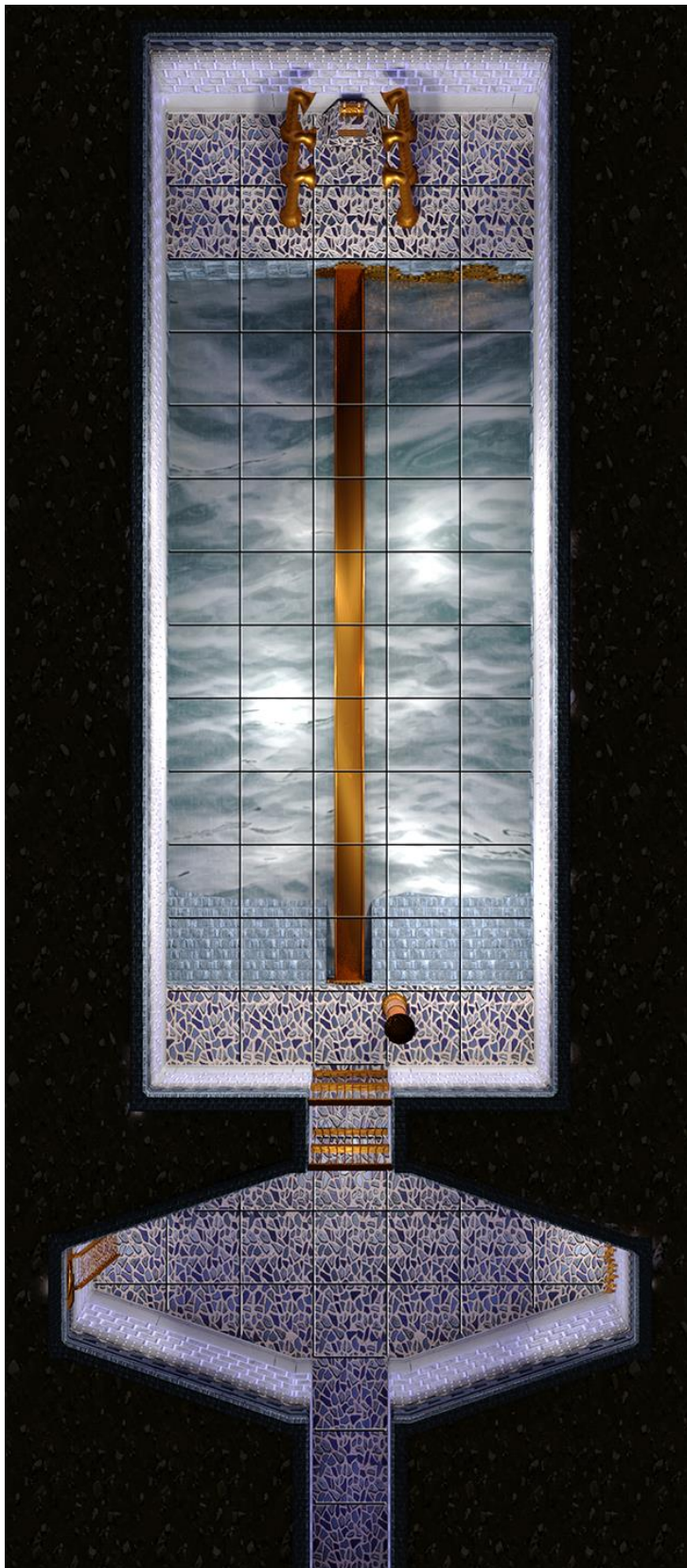
!3 Alchemy Tools- A quite complex alchemy lab with several burners, retorts, tubes, vials, mortar and pestle. The tools, chairs and desks are all scaled to best work with the small size of a gnome.

!4 Mushroom Farm- Nifiz cultivates different kinds of mushrooms that he uses in his potions. They are different sizes and colors.
They are mostly useless, unless first processed by an experienced alchemist.

!5 Wooden Chests - AC10| HP 10| Lock DC 10 | - Two chests containing plates, cutlery, oil, lamps, two buckets and two ropes 400ft long each. They are locked when the gnomes are not around, otherwise they are unlocked.

!6 Wooden Chests - AC10| HP 10| Lock DC 10 | - Each chest contains 2 tents, bed rolls, pillows and bed linen. They are locked when the gnomes are not around, otherwise they are unlocked.

Sergin Malandrus' Challenge



(A) – Malandrus' Challenge – Ceiling Height 10ft.

The walls glow with a pulsing blue energy providing bright light.

The floor is made with shards of shiny blue stones.

The whole place is heavily charged with magical energy. Everything in this place is magical, even the walls, ceiling and floors, and can only be damaged by the Disintegration or Wish spell.

Upon entering the room the PCs will hear a faint sound, like the whisper of many voices, coming from a hole on the west wall **!1**. The voices are soft, but it is easy to understand what they say. They repeat over and over in common language “281, 281, 281, 281”. The hole is high near the ceiling. It is small, just enough for a human to poke his head in. There is a ladder made of golden metal reaching to this hole.

On the east wall there are ten hands cast in golden metal **!2**. They are all pointing to the opposite wall. They all have sculpted rings on the pointing finger. They are very similar rings but all have small differences.

On the north wall there are two gates (**1**), made of the same golden metal. There are slots in the floor and ceiling, and it appears that the gates can slide in.

On the first gate there are carved words glowing in a faint blue light. They read in common language “*Curiosity is the key!*”. This gate will open if anyone pokes his face in the hole **!1** in the west wall.

If the first gate is opened, words will start to glow on the second gate, reading “*Pull my finger!*” and a faint glow will become visible on the golden hands **!2**.

Beyond both gates it is possible to see a 50ft long narrow bridge made with golden metal stretching through a long water filled pool.

As soon as the second gates opens this bridge pivots over its long axis with the sound of moving metal.

While rotated on its side it is very thin, about 2 inches wide, making it extremely difficult to walk over it.

Across the bridge it is possible to see a golden chest on a pedestal, surrounded by large golden pipes.

!1 – Hole in the wall – On top of a golden metal ladder there is a small hole, barely large enough for a human to poke his head in.

From this hole it can be heard a constant sound, like the whisper of many voices repeating the number 281 in common language.

If anybody pokes the head the image of a human hand with a golden ring will briefly appear. Right after that a loud laugh with a single “*Ha!*” sound can be heard, and a custard pie will hit whichever face is in there.

The character looking in the hole can make a perception check with DC15 to get the details on the ring which was briefly shown. If they pass, they have a chance, albeit small, to recognize the ring on the opposite wall.

Once somebody is hit by the pie, the number that the voices are whispering will increase by 1, they will repeat from now on “282,282,282” and after that “283,283,283” and so on.

Any character can look as many times as they want, with a new perception check each time.

If there are spellcasters in the group they can make arcana checks to understand the spells. The sound and the image of the hand is caused by “Minor Illusion”. The custard pie is caused by “Prestidigitation”. The pie has no taste and no nutritional value.

!2 - Golden Hands - Ten human hands cast in golden metal are bolted to the wall, all pointing at the opposite wall. Each of them with a slightly different ring.

Before the first gate is open they will not react to any interaction. After it is open a faint blue light will glow in the area, and the PCs can pull the fingers with different outcomes.

If the PC passed the perception test while looking into the hole in the wall, they can make an investigation check with DC15 to locate the right ring. If they pass, they pull the right finger and the second gate opens.

If they fail the investigation check, or did not pass the check while looking into the hole in the wall they must roll a 1d10 to check which finger they pulled.

1 - Stinking Cloud - The effect of the "*Stinking Cloud*" spell (*Player's Handbook pg278*) takes place centered on the finger.

2- Electric Shock - A minor electric shock hits the hand of whoever pulled the finger. It is very uncomfortable but not damaging.

3- Scream - A very loud scream of pain emanates from the hand. Whoever pulled the finger must pass a charisma saving throw with DC12 or jump back in surprise.

4 - Flash - A very bright light flashes in front of whoever pulled the finger blinding the character for 1 turn.

5 - Slap in the face - A magic hand, such as the one from the "*Mage Hand*" spell appears out of thin air and slaps whoever pulled the finger, right in the face. It is annoying but is not damaging.

6 - Water Gush - A cold gush of water shoots from the fingertip hitting whoever pulled the finger.

7 Slime - A green slime drips from the finger sticking to whoever pulled the finger. It is very sticky but will disappear in one minute.

8- Hideous Laughter - Whoever pulled the finger is affected by the "*Tasha's Hideous Laughter*" spell (*Player's Handbook pg280*).

9 - Otto's Dance - Whoever pulled the finger is affected by the "*Otto's Irresistible Dance*" spell (*Player's Handbook pg264*)

10 - Right Finger! - The gate opens.

!3 - Rotating Bridge - In front of the rotating bridge there is large wooden pole with a rotating cylinder. There are the words "*Spin and Run*" carved in the cylinder.

It is a heavy cylinder that is quite difficult to rotate. Any character can make an athletics check to spin the cylinder.

Once the cylinder starts spinning the bridge will rotate back to its correct position and the characters can walk on it. When the cylinder stops spinning the bridge rolls to its side position again.

The characters must make another athletics check to see if they can run fast enough to cross the bridge while the cylinder is still spinning. They need a sum of 20 on both checks to be able to cross it in time.

If they have enough time to run across, there is still another challenge. Right in the middle of the bridge there are holes in the ceiling that spray high pressured jets of water whenever anybody comes close. The characters can make an athletics check to endure the strength of the water or an acrobatics check to dodge the jets, both with DC12 Failing means they are knocked in the pool down below.

The challenge was designed to be taken by a single person at a time. If one of the characters keep rolling the cylinder the others can cross without worrying about the bridge rotating back. If that is the case they get advantage against the water jet.

!4 – Pool – The pool is 10ft deep. There is a gentle ramp in the south part of the pool climbing up to the bridge level. There is a constant current flowing from north to south, pushing even a character who can't swim to safety before they can drown.

!5 – The Golden Chest – A golden chest lies on top of a large stone base. The chest is magical and can only be damaged by the Disintegration or Wish spell. It is magically locked. Instead of a keyhole there is a human ear cast in gold metal attached to the chest.

Surrounding the chest there are six large golden pipes that rise vertically from the floor and curve down, pointing to the spot in front of the chest.

On the stone base there is a golden sign reading in common language:

*“Two letters form a powerful word
Which we use to express our delight*

*If you are not afraid of the absurd
In my ear shout it outright*

*And laughing at your own misadventure
You will walk away with your treasure”*

The password is “Ha!”. If a character shouts it at the chest, it will open and reveal the prize. If they laugh loudly, such as “Hahahaha!” it will work as well.

If a character shouts anything else a loud laughter will echo from the pipes. It sounds like dozens of different voices each one saying “Ha!” only once. At the same time the pipes will activate, spraying a different substance on the character each time, in this order: Water, Flour, Molasses and Feathers. This will repeat until they say the right password.

The prize inside the chest depends on the level of the characters, the size of the group and the world in which the campaign takes place. The DM should prepare the treasure in advance.

Credits

A huge thanks to Graeme Hallet for reviewing this book. Make sure to check his adventures on <http://www.dmsguild.com/browse.php?author=Graeme%20Hallett>

The maps and art have been created with *Blender* <https://www.blender.org/> using textures from <http://www.textures.com/>. Post processing and adjustments were done with Adobe Photoshop.

The 3D model used for the Wood Golem is the *Sun Goddess Statue* by *Daniel74*, with some minor changes. The model can be found on <http://www.blendswap.com/blends/view/75885>.

The stats blocks for NPC and creatures were done using the *Monster Generator Tool* by *FallenWyvern* which can be downloaded on <http://thegeniusinc.com/dd-monster-maker-download/>

The font used in the cover is *Beyond Wonderland* by *Chris Hansen* which can be downloaded at <http://www.1001fonts.com/beyond-wonderland-font.html>

There are some references to the *Discworld* book series by Terry Pratchett, mainly the names of NPCs, Samuel as the city watch commander, the Librarian Horace Woehat, and the travelling salesman Max Dibler. My favorite book on the serie is *Snuff*, and my favorite charates is Commander Samuel Vimes <http://www.terrypratchettbooks.com/discworld-reading-order/>

The *Bog of Stench* is a direct reference to the 1986 film *Labyrinth* by Henson Associates, Inc. And Lucasfilm Ltd. <http://lucasfilm.com/labyrinth>

If you have any questions, suggestions or corrections, please send me a message. rafaelfiadi@hotmail.com.

Credit will be given to those helping improve this module.

Thanks for the support!