

# 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.

1<sup>st</sup> 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

2<sup>nd</sup> 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 1<sup>st</sup> tier.

3<sup>rd</sup> 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 1<sup>st</sup> and 2<sup>nd</sup> 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; 1<sup>st</sup> 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; 1<sup>st</sup> 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; 2<sup>nd</sup> 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 <sup>st</sup> Tier |
| 3       | 2 <sup>nd</sup> Tier |
| 4       | 3 <sup>rd</sup> 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.

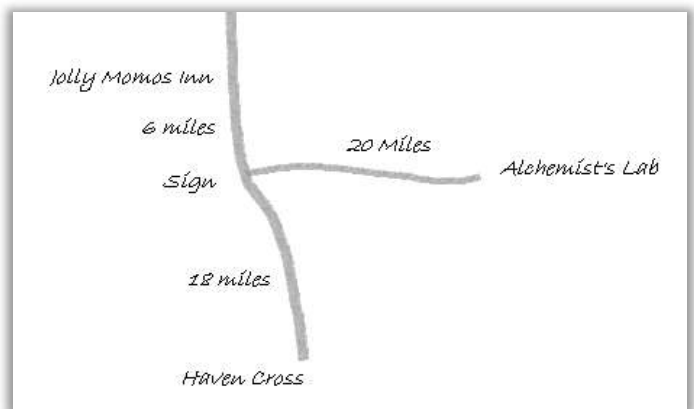
### Beginning the quest

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 "Wooooo!" 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 1<sup>st</sup> 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.