



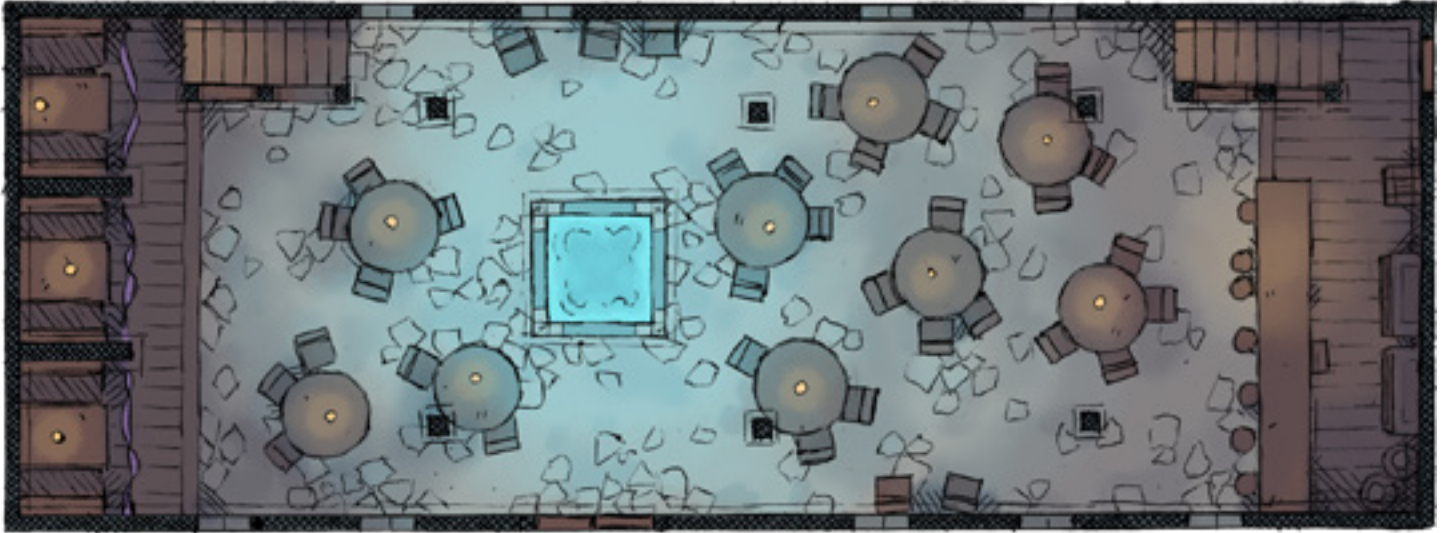
FIERY GROG TAVERN

A FIFTH EDITION ADVENTURE SUPPLEMENT FOR ALL LEVELS.

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MAPS



1st floor of the Fiery Grog Tavern



2nd floor of the Fiery Grog Tavern

These are downsized maps. The full-sized maps come with the purchase of this adventure. All maps are made by Ross McConnel at 2minutetabletop.com

FIERY GROG TAVERN

Fiery Grog Tavern is a supplemental product that you can insert into your game when the characters need to visit a tavern. It can also serve as a springboard into the *Madness of the Rat King* adventure. This tavern is appropriate for all levels and group sizes.

The Fiery Grog is a popular watering hole for the more rough and tumble folk of Port Myrandu. The seedy tavern is often the meeting place for shady dealings kept hidden by the loud drunken activities that permeate the building each night.

Whether your adventurers are meeting an important NPC in private, they're in need of a quest hook or two to move the adventure forward, or looking to blow off some steam by partying hard and maybe get into a brawl, the Fiery Grog is the place to go.

ENTERING THE TAVERN

As the adventurers approach the tavern, read or paraphrase:

Tucked in the northeast corner of the colony stands a long, low building of fieldstone and blackened timbers. A burnt wooden sign hanging over the entrance depicts a mug engulfed in flames. A blue glow and raucous laughter emanates from inside. A stern-faced muscular half-orc stands guard by the entrance.

A half-orc bouncer that goes by the name **"Guglug"** stands by the entrance. He warns people entering the tavern not to start any trouble: there is a zero tolerance policy on attacking patrons with weapons or spells, and if you want to fight, "use your fists or take it outside. No killing inside the tavern." There's been a few murders recently inside the tavern which has drawn unwanted attention from the local authorities.

Once Inside:

The tavern is packed to nearly full capacity. Loud, drunken harbor workers, mercenaries, and sailors take a spot along the long bar counter that runs across the eastern wall or sit by the many wooden tables scattered around the scratched flagstone floor. Alcoves carved into the western wall offer booths with weathered purple curtains for visual privacy, though they do nothing to block the noise.

Many eyes are turned towards the large water tank in the center of the taproom, where a female merfolk gracefully ribbon dances in illuminated water. The blue light that fills the room emanates from the driftglobes that softly float along the ceiling, which is covered by a vast painting depicting a small fishing village wracked by a terrible storm and strange, alien creatures rising from the water.

NOTABLE FEATURES

- A long-moustache'd gnome chatting up patrons behind the bar counter beside the eastern wall
- Two signs hung up on the eastern wall: "Ask About Our Fiery

Grog Challenge!" and "WANTED: Monster Exterminators!"

- A beautiful merfolk ribbon dancer performing inside an illuminated water tank on the center floor.
- A wiry elven woman engaged in an "arm wrestle" using spectral arms against a heavily tattooed buff dwarf, to the cheers of onlookers

Here is a quick summary of the most notable NPCs in the tavern and their relevance to the adventure. For more information on them, see the Appendix:

Tofdir Duflame	tavern keeper; hosts the "fiery grog challenge"; hiring rat exterminators
Sylana Vallejo	scholar; hosts mage arm-wrestling; hiring dungeon delvers
Durkon	mercenary; hungry for a fight
Ari	dancer; might have a conflict with Durkon

FOOD AND LODGING

Characters can order a mug of ale (4 cp), loaf of bread (2 cp), hunk of cheese (1 sp), a fat chunk of pork (3 sp), and the fresh catch of the day (5 sp). The tavern's signature drink, fiery grog (see below), is 1 sp per mug.

There are currently three rooms on the second floor that are available for rent at 5 sp per day. They are surprisingly comfortable, however the roar of drunkards makes it difficult to get a good night's sleep.

FIERY GROG CHALLENGE

The tavern is named after its signature drink: fiery grog. A favorite amongst patrons, this vile smelling, greenish-black viscous liquid is Tofdir's creation; a combination of spiced rum and a multitude of other ingredients that Tofdir picked up during his travels, which is lit on fire before serving. It's constantly being brewed and churned in a steaming vat inside the kitchen by Augnath, the goliath cook.

Fiery grog is mighty strong stuff: when drinking the beverage, the consumer must make a DC 10 Constitution check just to avoid gagging and sputtering. Failing the check by 5 or more causes the consumer to immediately spit out or vomit the grog. The DC increases by 2 for each successive fiery grog consumed.

Tofdir runs what he calls the "Fiery Grog Challenge": anyone who can drink three grogs in a row cleanly (passing the DC checks) drinks free of charge for the rest of the night.

RAT EXTERMINATION

Inquiries about the "WANTED: Monster Exterminators" sign are directed to the tavernkeeper, Tofdir. The gnome says he is looking for "seasoned adventurers" to slay "some terrible beasts." Patrons at the counter that overhear this start snickering into their mugs.

It turns out these beasts are actually a rat infestation in the tavern's cellar. Tofdir tries his best to sell the adventurers on this task, as he's had no luck finding anyone up for the task (most mercenaries find rat killing beneath them): "but wait! These ain't yer average rats. They're big, and mean, and dire! They've got lifeless eyes, black eyes, like a doll's eyes..."

Tofdir offers 20 gp to anyone exterminating the rats, specifically finding and destroying its source. He can also be haggled into providing free food, drink, and lodging as well.

Adventurers that take the job and search the cellar will come across three hostile **giant rats** in the process of rolling a wine barrel towards a back wall. If two of the rats are killed, the third rat scurries behind some wooden crates and "disappears." An investigation discovers a hidden doorway leading into a natural cave: this could house the rest of the rats Tofdir wants killed, or can act as the entrance to a dungeon, at your discretion.

If you are playing *Madness of the Rat King*, this is the entrance into the Rat King's lair. Otherwise, customize this area to suit your adventure.

MAGE ARM-WRESTLING

Sylana Vallejo, a stoic elven scholar, commands the attention of spectators in her corner of the tavern. The elf has stayed at the Fiery Grog for a week now, each night challenging the other patrons to "mage arm-wrestling" with a gold ante. Unlike regular arm wrestling, this contest is instead a battle of wills with the *mage hand* spell. Both participants must cast the spectral *mage hands* and then arm wrestle with them by making contested Intelligence checks; the first to win two contested checks in a row makes the winning pin. A heavily intoxicated player rolls these Intelligence checks at disadvantage. So far none have bested Sylana and she has made a good profit.

If Sylana is bested by an adventurer, she demands a rematch, best two out of three, and ups the ante by offering up an old vellum map of Yolhrum, the ruins of a sunken dwarven fortress sitting at the bottom of lake Io. At your discretion, replace the map with another plot hook or magic item.

The elf has been tight-lipped about her reasons for staying at the tavern. If you are running *Madness of the Rat King*, Sylana is trying to discover the fate of her grandmother, Emeria, and the artifact she was after. If she finds out about the secret caverns below the tavern, she will offer the PCs a varying sum of gold for information they find down there.

If you're not running *Madness of the Rat King*, the elf's reasons for being here is up to you.

BAR BRAWL!

Having just lost to Sylana's mage arm wrestling, Durkon and his four companions have taken up nursing their wounded pride with copious amounts of drink. The redhaired dwarves hail from the Wildaxe clan, easily recognizable by the blue tribal tattoos covering their muscular bodies. The five **tavern brawlers** look for any excuse to start a bar brawl, and may throw out insults at the PCs if given the opportunity. Durkon will harass Ari once her performance is over (see "Mermaid Harassment") if he hasn't

instigated a fight by then.

Should they successfully start a fight with the adventurers, here are some tips to spice up the encounter. We have all the elements here for a cinematic bar brawl:

- the brawlers primarily use their fists, but can also fight with broken bottles, chairs, or anything else around them
- the dwarves can make great use of grappling and shoving for dramatic effect, shoving a PC through a table or the fish tank, or "sliding" them (moving a grappled creature) atop the bar counter, knocking over dozens of glasses along the way!
- each time the fight affects other patrons -- smashing into their table, knocking into them, hitting them with a wayward bottle -- roll 1d6. On a 6, a drunken patron joins the fight

If defeated, the dwarves will hurry out of the tavern swearing revenge.

Anyone caught using weapons or damaging spells are thrown out of the tavern. If anyone is killed in the brawl, the local authorities will undoubtedly get involved and pursue the murderers.

MERMAID HARASSMENT

Ari, an alluring teal-colored merfolk with a wavy red head-fin, is in the middle of performing her ribbon dance routine in a large illuminated water tank at the center floor. Many patrons are watching her her artful flips and twists while the ribbons trail her movements.

Once her performance is done, the merfolk touches her magical seashell necklace, which changes her tail into humanoid legs so she can exit the tank. She doesn't speak, and will try to explain that she is mute through gestures.

As she leaves the tank, if Durkon (from "Bar Brawl") hasn't gotten into a fight by then, the dwarf drunkenly hits on her with no success. When his verbal advances are turned down, he gets angry and physical with Ari while his dwarf companions intimidate anyone from interfering. Tofdir will attempt to intervene, but his honeyed words will be ineffective and a fight will break out.

APPENDIX: CREATURES

This section contains stat blocks and short descriptions for the creatures that appear in *Fiery Grog Tavern*.

ARI

Medium humanoid (merfolk), true neutral

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Con +3, Cha +5

Skills Performance +5

Senses passive Perception 11

Languages Aquan, Common

Challenge 1/2 (100 XP)

Amphibious. Ari can breathe air and water.

Tail Transformation. Ari can activate her magical seashell necklace to polymorph her tail into humanoid legs. When she does this, her regular speed and swim speed become 30 ft. Ari can dismiss this ability as a bonus action.

Spellcasting. Ari is a 3rd-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Ari knows the follow spells from the sorcerer's spell list:

Cantrips (at will): *dancing lights*, *minor illusion*, *shocking grasp*

1st Level (4 slots): *color spray*, *sleep*

2nd Level (2 slots): *mirror image*, *misty step*

ACTIONS

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Description: Ari is a well-paid employee of the tavern; her dance shows are a local attraction that people regularly flock to. The merfolk's relationship with Tofdir supposedly goes back to his smuggling days. Some say that Ari still controls underground businesses and her dancing is simply a hobby or a cover. She pretends to be mute to avoid talking with patrons.

Combat Tactics: Ari tries her best to avoid entering a fight since she doesn't want to attract the local authorities. If pressed into combat, however, she will try to end things without bloodshed.

GUGLUG

Medium humanoid (half-orc), lawful good

Armor Class 12 (studded leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Intimidation +2

Senses passive Perception 11

Languages Common, Orc, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. Guglug is a 4th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Guglug knows the following spells from the wizard's spell list:

Cantrips (at will): *mending*, *ray of frost*, *shocking grasp*

1st level (4 slots): *detect magic*, *sleep*

2nd level (3 slots): *hold person*, *web*

ACTIONS

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

Description: Gultholomew goes by the nickname "Guglug" while working as a bouncer to sound more imposing. The young half-orc is a student of the arcane arts and works as a bouncer to pay for his schooling. Guglug resents having to play into the "half-orc thug" stereotype, hoping to eventually find work as an academic.

Combat Tactics: Guglug is under strict orders to avoid murders on the tavern's premises so as to not attract the attention of local authorities. He has prepared a bunch of spells to incapacitate, not kill. If throwing out a problem individual isn't working, Guglug will knock them out nonlethally.

SYLANA VALLEJO

Medium humanoid (elf), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	10 (+0)	10 (+0)

Saving Throws Int +6, Wis +2

Skills Arcana +6, History +6, Religion +6

Senses passive Perception 10

Languages Common, Draconic, Elvish, Infernal, Primordial

Challenge 4 (1100 XP)

Potent Cantrips. When Sylana casts an evocation cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

Sculpt Spells. When Sylana casts an evocation spell that affects other creature that she can see, she can choose a number of them equal to 1 + the spell's level to succeed on their saving throws against the spell. Those creatures take no damage if they would normally take half damage from the spell.

Spellcasting. Sylana is a 6th-level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Sylana has the following spells prepared from the wizard spell list:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *fog cloud*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *invisibility*, *misty step*, *scorching ray*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Description: Sylana's clothing is like her personality: plain, methodically well-kept, and unimaginative. A formidable mage and accomplished scholar, Sylana bluntly speaks her unfiltered thoughts with no regard to courteous social norms. While she doesn't mean to be rude, her lack of social filters has her come off as a pompous ass.

What she lacks in social aptitude, the elf more than makes up for in intelligence: Sylana is exceedingly smart and has a photographic memory to boot.

Combat Tactics: Sylana doesn't go looking for fights, but she will not hesitate to defend herself. *Shield* defends her from attacks, *misty step* and *thunderwave* get her out of melee, *counterspell* and *dispel magic* protects her from spellcasters, and *scorching ray* and *fireball* incinerate her foes. If brought to low HP, she can cast *invisibility* to flee.

TAVERN BRAWLER

Medium humanoid (dwarf), chaotic neutral

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	9 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft. passive Perception 10

Languages Common, Dwarvish

Challenge 1/8 (25 XP)

Dwarven Resilience. The brawler has advantage on saving throws against poison, and it has resistance against poison damage.

Improvised Weapons. The brawler may pick up an improvised weapon from the environment, such as a broken bottle or a table leg. It can use its Unarmed Strike action with the weapon, but the damage type may change (a broken bottle does piercing damage instead of bludgeoning).

Wrestler. The brawler has advantage on Athletics checks to shove a creature and can drag or carry a grappled creature with it at full speed as long as the creature's size is Medium or smaller.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the brawler can strike only the grappled creature and has advantage on attack rolls to do so.

Description: Durkon and his companions are dwarves from the Wildaxe clan, easily recognized by their fiery red hair and tribal tattoos. The clan knows the secrets to taming and riding griffons.

Durkon's group are a rowdy bunch of mercenaries currently in between jobs. They spend their gold on reckless drinking while waiting for work. When not looking to cause trouble, they talk about their exploits in previous jobs, be it crushing an orc's skull or bedding wenches.

If you're running *Madness of the Rat King*, the dwarves may also speak about a rumor of the legendary *armor of invulnerability* said to have been lost somewhere in this area, possibly in the caves below.

Combat Tactics: Durkon and his crew have a showy wrestler fighting style when in a brawl: they'll put the enemy in a headlock and pummel them, piledrive an enemy through a table, or slide them across bar counters. If things really get heated, the dwarves will pick up random objects from the environment to fight with, like a broken bottle, a table leg, or a chair.

TAVERN BRAWLER

Medium humanoid (any race), any non-lawful alignment

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	9 (-1)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Improvised Weapons. The brawler may pick up an improvised weapon from the environment, such as a broken bottle or a table leg. It can use its Unarmed Strike action with the weapon, but the damage type may change (a broken bottle does piercing damage instead of bludgeoning).

Wrestler. The brawler has advantage on Athletics checks to shove a creature and can drag or carry a grappled creature with it at full speed as long as the creature's size is Medium or smaller.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the brawler can strike only the grappled creature and has advantage on attack rolls to do so.

Bonus! This is a generic template of the Tavern Brawler with dwarven racials removed. Have fun using it in your own adventures!

TOFDIR DUFLAME

Small humanoid (gnome), lawful neutral

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft. passive Perception 12

Languages Common, Gnomish, Yeti

Challenge 1 (200 XP)

Gnome Cunning. Tofdir has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Cunning Action. On each of his turns, Tofdir can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Tofdir deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Tofdir that isn't Incapacitated and Tofdir doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Tofdir makes two melee attacks.

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

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

Description: The middle-aged gnome is the owner of the Fiery Grog Tavern. While Tofdir claims to be a retired captain of a cargo ship that sailed all over the Thalon Sea, there are rumors that the charming gnome made his gold through less legal means as a smuggler -- and if the Fiery Grog is a hub for shady dealings (which Tofdir denies), no doubt the host would make coin from that as well.

Combat Tactics: Tofdir prefers talking himself out of bad situations and is highly reluctant to use force, especially in his establishment, because he knows the local authorities will come snooping around.

If pressed into combat, the sly gnome darts between hiding spots while looking for opportunities to use his *sneak attack*. Tofdir isn't a hero and will flee if brought below 10 HP. He avoids murder in his tavern whenever possible.

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