

# TROUBLE AT GROG'S

BY GRANT AND DAVID BOUCHER

A little beer, a little trouble, a little party on the rubble

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Grant and David Boucher, whose first module appeared in DUNGEON™ issue #1, are now students at the University of Florida in Gainesville. Grant is now an English major with a minor in physics; his favorite hobby is writing to magazine editors who fail to write back. David still likes half-ogres and looks forward to being paid for this module.

*Trouble at Grog's* is an AD&D® game adventure designed for 1st-level characters with little previous experience. No evil characters are recommended for use in this module. Half-orcs and half-ogres might be particularly welcome here, and racially tolerant PCs would help the play of the adventure greatly. Detective work is necessary for successfully resolving the problem confronting the townspeople, and a good mix of races and classes is advised.

## Adventure Background

Dagger Rock has always been a quiet, peaceful town — that is, until recently. Six months ago, a half-ogre named Grog decided to settle down here and build his now-famous Happy Half-Ogre Inn and Tavern. Grog's is known for its food, hospitality, and — above all — its extremely low prices. Grog's doesn't discriminate in the least and has, therefore, become a meeting place for half-breeds, adventurers, and other seedy sorts.

At first, most people in the town appreciated the new business and welcomed Grog and his friends with open arms. However, a recent crime wave has struck Dagger Rock, and there is growing concern that Grog or the company he keeps is responsible. Many wild rumors are floating around town, and opposition to the newcomers is becoming greater by the day. A town council meeting has been called for one week after the party arrives, to decide the fate of Grog's establishment.

## For the Dungeon Master

It is ideal that the party meet for the first time one evening in Grog's tavern. This is, of course, not completely necessary. In any event, the adventurers should possess little or no experience, no magical items, and very little gold on hand. The party should contain at least one thief or ranger, and lawfully aligned characters should be allowed some latitude when dealing with espionage,

breaking and entering, etc. If necessary, Sidon Bearclaw, the captain of the guards of Dagger Rock (and Grog's closest friend and former adventuring companion), can give the party permission to "investigate" in his name, within reason.

If the party contains a half-ogre or a half-orc, the DM should adjust reaction rolls within the town of Dagger Rock accordingly. For example, any interviews with Grog's half-breed help should go much smoother, while any of the "unfriendly to the newcomers" townspeople become very difficult to deal with.

The party may split up to seek employment in the town in order to gain information and clues, and the DM should allow reasonable plans a good chance for success. Remember: The object of the adventure is to have fun while achieving the mission's goal. With luck, the party might catch the thieves and uncover the plot in only one game day, or they may still be looking even as Grog has begun to pack his bags. The DM should feel free to add to the town, characters, and atmosphere with his or her own creative touch.

### Dagger Rock

The town of Dagger Rock boasts a growing population now in excess of 200 inhabitants. It owes its name to a strange rock formation, in the middle of the Silverfish River on the northeastern edge of the town, which markedly resembles a very large stone dagger stabbed straight into the heart of the stream. Most of the townspeople make their livings by selling and bartering their goods and services to others in the town. Some sell their crops (mostly grains) to the cities in the south. Sometimes, a small barge or ship stops at the docks, and the crew spends their time and money at the local inn and tavern, but this is a rare occurrence.

Dagger Rock's reputation as a peaceful, friendly town has now come into question, primarily due to the current influx of half-breeds and wandering adventurers who have been attracted by Grog's recently opened inn and tavern. Some citizens enjoy the new faces and new customers, and appreciate Grog's low prices and fine-quality food as well. Others have attributed the recent rash of robberies, muggings, and ill-fortune to Grog and his friends. Most people

keep their opinions to themselves, but others, like Jim Aremsee, are all too quick to speak up against the newcomers.

A week after the party meets at Grog's, a town council meeting is called at Bearclaw Keep to discuss the matter. Unless the party manages to discover those responsible for the rash of criminal activities (and gain conclusive evidence), Grog and his friends will be ordered to leave Dagger Rock in two weeks' time.

Most of the important townspeople are detailed within this module, but the DM should fill out Dagger Rock with normal farmers and families. None of the NPCs within have been assigned nonweapon proficiencies from the *Dungeoneer's Survival Guide*. If necessary, the DM may add details to the townspeople, including these proficiencies.

The DM should determine the likelihood of encountering any character in any particular place and what that NPC is doing at the time. Remember that the town is a living and breathing community of very active beings. Townspeople can be found shopping, visiting, playing, and patrolling during the day. At night or on days of rest, there are very few people out and about in the town except for guards, thieves, and the occasional couple out for a stroll.

The DM can always use idle chatter (such as two women gossiping at the general store) or outright accusations (such as the rantings of Jim, the town drunk) to spread rumors and drop clues, should the party be having difficulty in solving the mystery (see "Rumors").

The town of Dagger Rock can easily be placed anywhere in the DM's campaign world. Towns like this are everywhere, even if they're not always large enough to warrant a dot on the map. Any river in a temperate zone can be substituted for the Silverfish River.

### The Truth

Grog and his friends are, for the most part, innocent. Although some of his customers may get a bit rowdy and are sometimes caught picking pockets or performing other antisocial acts, the real person behind the recent crime wave is Yuri Kineron, owner and proprietor of the Dagger Rock Tavern. Yuri had just begun to tighten his hold on the town (using muscle and scare tactics) when Grog and his entourage ar-

rived. The almost instantaneous popularity of Grog's tavern began to hurt Kineron's chances of gaining control of the town. It wasn't helping his business any, either.

Since force against such a powerful adversary was definitely out of the question, Kineron's only chance to rid himself of Grog was to get the town to throw him out. The plan to increase the amount of crime in the town, leaving clues that implicated Grog and his patrons, was by virtue of its simplicity, perfect. In fact, the job is almost complete, for soon the town will take a vote on whether or not to let Grog stay. If not for a group of those self-same wandering adventurers (i.e., the PCs), all hope for Grog may be lost.

### About Half-Ogres

Half-ogres are more fully described in DRAGON® issue #73 and in the Best Of DRAGON Magazine anthology, Vol. IV (page 46-47). What follows here is a brief summary of the powers and abilities of the half-ogre.

All half-ogres are 80 + 4d4 inches tall, weigh 315 + 10d12 pounds, and have skin colors ranging from dull yellow through brown to gray and black. Most have humanlike eyes, with only 20% possessing the white pupils common to ogrekind. Their base movement rate is 12".

Most half-ogres tend to be of neutral or evil alignment, with good alignment possible only when the half-ogre in question has been raised by its human parent. Neutral and evil half-ogres can speak common, ogrish, orcish, and troll, plus only one additional language.

In combat, half-ogres are capable of wielding a bastard sword one-handed, yet still receive two-handed damage dice (i.e., 2-8/2-16). Rangers do not get bonuses to damage half-ogres, as (like half-orcs) half-ogres are not considered "giant-class humanoids."

The racial minimums and maximums for half-ogres are as follows:

Strength:	14-18*
Intelligence:	3-12**
Wisdom:	3-12**
Dexterity:	3-12**
Constitution:	14-18*
Charisma:	2-8***
Comeliness:	2-8***

\* Roll 1d6: 1 = 14, 2 = 15, 3 = 16, 4-17, 5 or 6 = 18; half-ogres get +25% on exceptional strength rolls).

\*\* Use 3-10 if human parent is below normal (10) in this ability.

\*\*\* Double this value when dealing with other ogres and half-ogres.

With regards to comeliness, half-ogres are ugly with a capital "U." Roll 2d4 and then apply charisma adjustments (i.e., -1 to -8 dealing with humans, etc., and -3 to +2 when dealing with other half-breed races). This leaves a range from -6 (aversion) to 7 (homely) for humans, and 1 (ugly) to 18 (beautiful) for ogres, orcs, etc. This provides human-like variability within half-ogre society ("We do not all look alike!"), while accurately accounting for the fact that half-ogres are homely at best.

All half-ogres have 60' infravision and gain two hit dice of the appropriate type at first level. They can become only fighters, clerics (4th-level maximum ability), or dual-classed fighter/clerics. Fighters started adventuring at age 15 + 1d4, clerics at 20 + 1d4, and fighter/clerics at 24 years.

The half-ogres in this adventure, except for Shod (the stableman), were raised by their ogre parent. All except Grog have standard, humanlike eyes. Their hair color is black. Grog has brown skin, while Matilda's is gray and Fist's is black as coal. Shod's skin is a strange, brownish-yellow resembling a horse's hide.

Grog and his friends are tolerant of all races, and Grog himself has many different friends in just as many places. For the sake of the adventure, the DM should not harass elves, humans, dwarves, etc. in the tavern. A good joke here and there or a few arm-wrestling contests, however, can add to the atmosphere. The party should be warned not to antagonize any half-breeds, since this would jeopardize their employment opportunities. Half-ogres and half-orcs are very conscious of their appearances, and a "puny" human or elf would be well advised to avoid direct confrontation unless powerful enough to back up his boastful words with action.

Statistics in the module for half-ogres have separate charisma and comeliness values for other half-ogres and humans.

## Events

This section deals with the events that transpire during the week of the charac-

ters' investigation. If the adventure proceeds too slowly or too quickly, the DM should modify the date or details of these occurrences. The DM is encouraged to add to the clues the party finds and may expand upon many areas of the town should he or she feel so inclined.

**Day 1.** It is assumed that the party will enter Dagger Rock just before dark, arriving from the southeast. If so, then Grog's tavern (area 1) will be the first building encountered, and the adventure will commence quickly. If not, the party can spend the night at the Dagger Rock Tavern (area 19) or the Hearthfire Inn (area 13).

After retiring that night, the party is awakened by screams and alarms indicating that Grog's is on fire. If the party leaves their rooms to investigate, they find that the stables (area 1G) are on fire. The fire is put out quickly, with little damage done if the party helps. If not, there is insufficient manpower to save the stables.

Observant characters see Shod (area 2) touch a frightened horse, after which the horse immediately calms. Any other wounded creatures or people attract Shod's attention, and he casts *cure light wounds* spells on them. Father Veril (area 20) arrives shortly and aids any others that have been wounded. Captain Bearclaw is also there, as is the staff of Grog's. There is a noticeable lack of townspeople helping to put out the blaze.

If the PCs are staying elsewhere, they still hear the alarms and, if they act quickly, can help put out the fire as above. Should the characters successfully aid in putting out the fire, Grog is extremely grateful and offers them free lodging for the week, even if they are not already staying at his establishment.

Rangers (like Captain Bearclaw) or barbarians cannot find suspicious tracks because they've been obscured by water, mud, ashes, and the footprints of the rescuers. However, it is obvious that the fire was deliberately set.

**Day 2.** If the party stayed at Grog's the night before and aided in putting out the fire, Grog greets the PCs when they first wake up and invites them to breakfast. After breakfast, he asks to speak to them in private, inviting them into his room (room 1E). At this meet-

ing, Grog asks for help in finding out who is behind the harassment of his friends and business. He feels that, as strangers in town, the PCs would not arouse undue suspicion by asking a lot of questions. He offers them a reward of 250 gp each (a hefty sum for 1st-level characters, but he can afford it) if they find the guilty parties. Also, the party can keep anything found along the way, except for crucial evidence.

If the PCs agree to help Grog, he tells them that Captain Bearclaw is his closest friend and can provide them with any help they might need. He also tells the party of the upcoming town council meeting (on Day 7) and his fears that he and his friends will be kicked out of town. The party must find the culprits before then.

If the party is not yet staying at Grog's or did not aid in putting out the fire, Grog sends Mary (area 14) to their rooms with an invitation for the newcomers to have dinner at his tavern. At this dinner, Grog asks for their help as above.

**Day 3 or 4.** If the party has been asking too many questions, or if Grunt and Brock have informed Yuri of their mission (see room 1Y), the two half-orcs sneak into one of the party's rooms and attack. If the party is all in the adventurers' room (room 1Z), they still attack but quickly retreat. Their purpose is to rough the party up a bit and scare them into leaving Dagger Rock for good. The DM should count as real only 25% of the damage done by Grunt and Brock to any characters, since they are merely trying to knock the adventurers out, not kill them.

If the PCs kill Grunt and Brock, they are unable to gain any useful information about them; if either or both are captured, the two reveal that they were hired to attack the party in order to chase them off, and that they are responsible for setting the fire. They do not, under any circumstances, reveal who hired them. If a *charm person* spell is used, their fear of Yuri's reprisal is great enough to negate the spell's effect on them. For the sake of the adventure, the party should learn little more from these two. Captain Bearclaw takes the two to jail (area 11) and allows the party to keep Grunt and Brock's possessions (including magical items) as a reward for their capture.

**Day 4.** Nothing unusual happens today. The DM may insert an unrelated event of his own to the events of this module.

**Day 5.** Late this evening, after midnight, Grog's secret wine cellar is robbed of 10 of Grog's finest bottles of wine. The crime is accomplished by Caela (area 18), who uses the secret tunnels below the tavern (area 31) to enter through the secret door in the well (room 1J). She uses her thieving skills to climb the walls of the well and steal the bottles without making any noise. She then places the bottles in the cellar of The Green Grape (area 18) to dispose of the evidence and divert suspicion. Only an inventory reveals that the number of bottles in this cellar is not correct, so it is unlikely that the owner, Gretchen, will realize until too late that the stolen merchandise is in her possession.

Sidon Bearclaw asks the party to search Grog's cellar for clues. (DM's option: If the party is having difficulty with the mission, a ranger should be able to find some muddy footprints near the well.)

**Day 6.** Nothing unusual happens today. The DM may insert an event of his own. There is, however, lots of talk about the town meeting tomorrow (Day 7). Some townspeople are taking one side of the debate, while some are on the other.

**Day 7.** Today at noon, the entire town meets at Bearclaw Keep (room 14D) to discuss the recent crime wave and what to do about it. The majority of the townspeople want Grog and the half-breeds to leave town immediately. They believe that his inn and tavern attract "the wrong kind of people" to Dagger Rock. If Grunt and Brock were captured or killed by the party, this adds more ammunition to the townspeople's argument, as the two were obviously half-orcs, and both stayed at Grog's.

Captain Bearclaw stands up for his friends, and Father Veril speaks on Grog's behalf, reminding the townspeople that he is "innocent until proven guilty" and preaching tolerance of others. Of course, Yuri has also planted his own people, like Jim and the elves, to stir up anti-foreigner sentiments while he himself remains impartial. The town council members are Captain Bearclaw,

Yuri Kineron, Mayor Winston Jacob (chairman), Berik Andovan, and Logen Ironhand.

Unless the party chooses to show its evidence at this time and expose Yuri and his companions, Captain Bearclaw and Logen are unable to sway Berik (the swing vote in this debate), and Grog is asked to leave town in two weeks or face arrest. If this occurs, Captain Bearclaw loses any chance for becoming the new mayor of Dagger Rock and is forced out of office in only a few months.

If the party has already exposed the villains or does so during the meeting, there are many cheers, and Dagger Rock is henceforth a safe haven for all. The aging mayor dies within six months, and Captain Bearclaw is quickly elected to the position. Grog pays the party in full, and all of the conspirators' magical items and mundane possessions become theirs. Yuri's holdings go to improve the town, and the villains themselves (if still alive) are either incarcerated for several years or immediately exiled.

### Rumors

Many citizens of Dagger Rock harbor secrets in their pasts, as do properly rolled characters and their real-life personalities, but certain rumors abound in the town about some things that might interest the party. Some juicy bits that might be overheard are:

"Matilda, the cook at Grog's, murders humans in the night and serves them to the customers. That's how Grog keeps the prices so low." (False.)

"Shod used to be a horse until Grog made a bargain with an evil wizard and had him turned into a half-ogre." (False.)

"The maid at Grog's is a thief. She was fired from Yuri's Tavern for stealing from him." (False. She was fired, but for other reasons.)

"Captain Bearclaw is in on the crime wave and is protecting those responsible in exchange for a piece of the action." (False.)

"There are many ghosts out by the graveyard. You can see them creeping about on moonlit nights." (False. There are no ghosts there, but the motions of Yuri's accomplices are taken as such.)

"The Dagger Rock was driven into the river by a giant who was so stupid that, when he saw his reflection in the river, he immediately tried to kill it with his

dagger." (False.)

"There's a great treasure buried near the Dagger Rock." (True.)

"Grog eats little children as midnight snacks." (False.)

The DM can think of many more rumors using the characters in the adventure, but they should rarely be true. Also, some rumors fit only certain characters. For example, children always tell the story about the giant, and Grog's friends would never say bad things about him or his business. Be logical, but have some fun with the party, too.

### Encounter Key

The following encounter key applies to the map of Dagger Rock on page 50.

**1. Grog's Happy Half-Ogre Inn and Tavern.** (See the map on page 45 for interior details.) The party members will probably first approach Grog's from the southeast along the main road, just before nightfall. If they arrive from a different direction or at a different time of day, make the necessary changes in the following description.

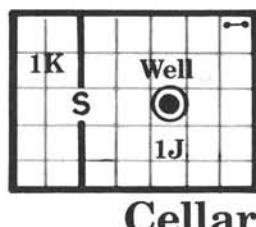
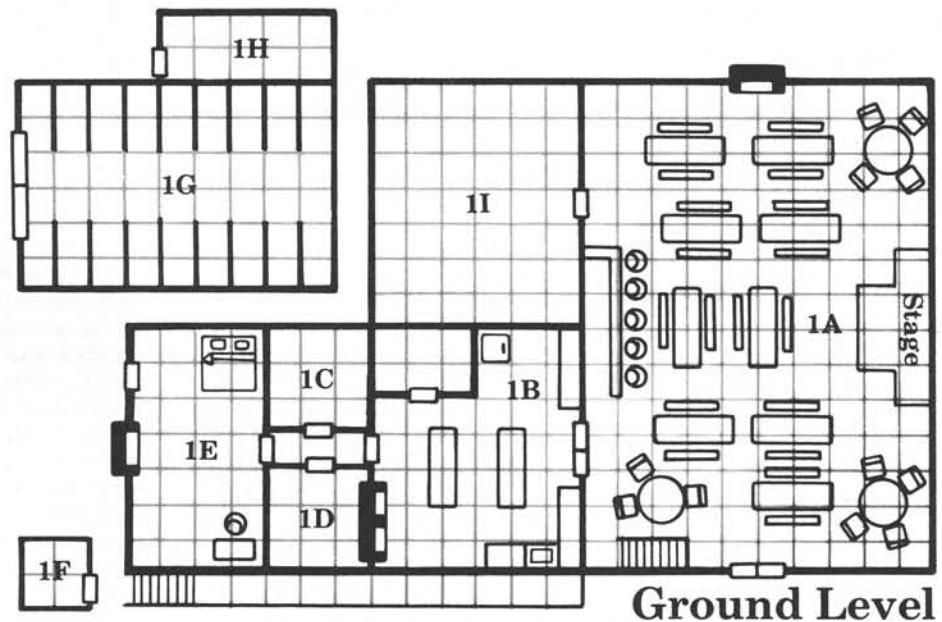
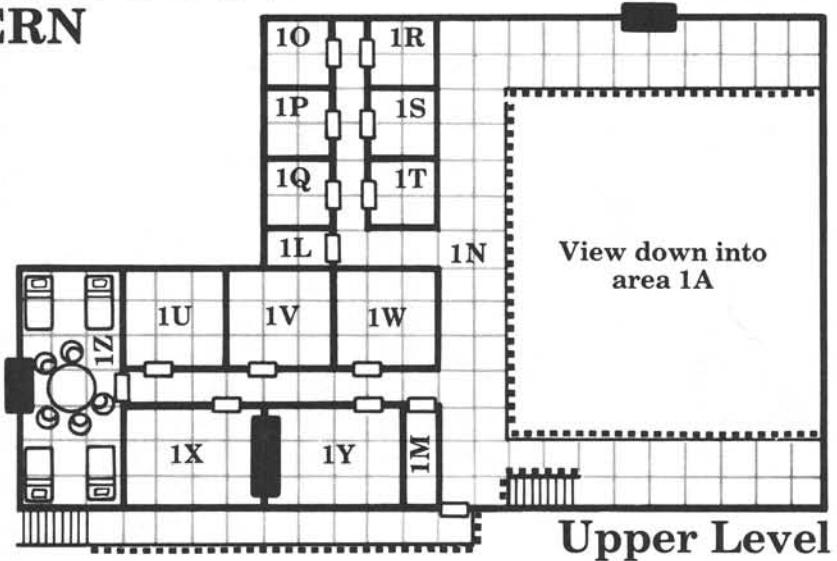
Ahead to your right, you see a very large wooden building, only recently constructed. A large oaken sign hangs over the road. It reads, "Grog's Happy Half-Ogre Inn and Tavern," and a smaller sign beneath it reads, "Half-Breeds Welcome." Someone has tried very hard to carve the letters "UN" before the word "Welcome" in the lower sign, but there are signs of a vigorous attempt to remove the additional letters. A pair of very large oaken doors stand open. The smells of fine food and cold ale waft over the road. The sounds of boisterous men and women carry through the night air from within.

### Ground Level

**1. Tavern Area.** Upon entering for the first time, the party is met by the owner and proprietor, Grog himself.

As you enter through the large doors, you are suddenly confronted by a massive, 8'-tall humanoid with long yellow fangs protruding from his upper jaw. He stares down at you with great black eyes and empty

# THE HAPPY HALF-OGRE INN AND TAVERN



1 square = 5'



white pupils. After an empty silence, during which thoughts of leaving or drawing your sword have crossed your mind a dozen times or more, he suddenly breaks into a wide grin and begins to chuckle deeply.

"Hello, hello," he says. "Sorry about the nasty look. I always do that to my new customers, especially obvious adventurers like yourselves. I am Grog, owner and proprietor of this humble establishment. Please come in and enjoy yourselves. You'll find my entertainment good, my food even better, and plenty of ale and spirits for all."

At this, the half-ogre gestures toward a very attractive young girl carrying a tray. She immediately leads you to a large table near the stage, where a comely elven minstrel is playing music on a small stringed instrument. After you are seated, she identifies herself as Mary and asks you if there is anything you'd like to drink or eat (the DM should actually take down the characters' orders in a realistic manner, to add flavor to the adventure). She tells you that there will be a short wait for the food, as

they are very busy tonight, and quickly leaves.

As a group, you're facing the eastern wall of the main common room and a large wooden stage against that wall. A high elf dressed in brightly colored clothing strums her lute, singing in common to the drooling male patrons whistling at her. As you listen more closely, you begin to make out some of the lyrics above the din and realize that the beautiful song she's singing is actually a raunchy seafarer's work tune.

Turning to the north, you see an immense fireplace, burning bright red and casting flickering orange shadows on the walls. Mounted over the fireplace, a giant-sized double-bladed axe flanked by two equally gigantic shields reflects the lanterns set about the room in a cool blue light.

Taking up most of the western wall is the bar, ably handled by only one man. He darts to and fro along its length, with sometimes as many as 12 drinks in his large arms and hands. In the south portion of the west wall, a pair of swinging doors leads to the kitchen. Two attractive

waitresses, Mary and another, older woman, pass regularly among the pawing customers and their tables with amazing agility.

Suddenly, a loud scream comes from high above. Gazing upward, you see a young man dangling by his feet from a railed balcony 12' above. The balcony runs the length of the second level, except for the area over the stage, which has a clear view of the roof some 30' above floor level. Another, half-ogre, with skin as black as coal, pushes his way through the crowd above and forcefully grabs the young man's leg with only one hand. After dangling him high above the crowd for a few seconds, he calls down below, "Hey, Grog! Look what I caught!"

Grog, now standing in the center of the room, replies, "Well, well. What do we have here? Methinks he fancies himself an acrobat. Maybe the chef can do something with an acrobat." He gives a deep, throaty chuckle, and the place erupts in various choruses of laughter and cheers for Grog and his tavern.

The young lad is then taken downstairs and heaved gently through a small door in the northern part of the west wall (into room 11). The inn's patrons laugh and shout anew, and things return to normal.

At this time, Mary returns with your orders. Plates of food and mugs of ale are laid in front of you in overabundant amounts. The generous helpings are matched only by the exquisite aromas that begin to waft upward.

The party will no doubt begin to gorge themselves, and any characters who did not order earlier can now change their minds if they so desire. Nothing else of significance occurs during their meal.

If anyone inspects the axe on the northern wall, he notices runes on the handle. The runes are written in frost giant script and, if translated, reveal only the weapon's name: "Frost Bite." The shields mounted beside the axe have received numerous dents. The items here are Grog's personal possessions, and if he is asked about them, he tells the curious party members a long story detailing his encounter with a "rude and overconfident" group of frost giants. He subsequently "relieved them of their burdens" and took the now-dented shields as mementos. Neither the axe nor the shields are magical — just very large.

Any character who walks up to the bar has a 10% chance of realizing that the bartender, Sevim Ronard, is actually a half-orc. Ronard is one of the few capable of passing for human, and is actually quite attractive (see area 3). He is married to the other waitress, a human named Julia.

Mary is the daughter of Simon Bearclaw, the captain of the guards of Dagger Rock, and Grog is her godfather. She carefully drops these warnings into the conversation if any young male patron (including one of the PCs) makes undue advances. For more on Mary and her father, see area 14.

Fist, the half-ogre bouncer (see room 1D), usually stands near the main entrance doors. He is presently hiding near the stairs in the southwest corner of the room, well out of sight.

When the characters have finished their meal, Mary brings their bill. The DM should charge the characters only

half the usual rates for all goods purchased. Grog then asks them if they have a place to stay the night. For the sake of the adventure, there should always be a few rooms available for the party. Grog recommends the adventurers' room (1Z) as safe and usually quiet. Again, the rates are only one-half those charged by other taverns in the DM's campaign, and the service and quality are always superior.

If the characters have little or no money at this point in their adventuring careers, Grog has a special "flop house" (room 1I) for those persons who are a little "tight of pocket."

The party is, of course, under no obligation to spend the night at Grog's, but the DM should politely encourage them to do so "because it is too late to go out and search for another inn."

**1B. Kitchen.** This is the large kitchen where a female half-ogre named Matilda, chief cook for Grog's, prepares the food. Her philosophy of "nothing fancy, just as long as it tastes good," has earned her high praise from any patrons who actually know something about what they're eating. Her assistant, Caela, spends most of her time running around doing all the little things that make the kitchen work. There is more to Caela, however, than first meets the eye. She is actually an assassin hired by Yuri to watch over the events at Grog's. If all of Yuri's plans fail, she is prepared to poison Grog and some of the patrons in order to stop his business. She lives in a room above the Green Grape (area 18).

The kitchen contains two preparation tables, a large sink, two fireplaces, a stove, a spice rack, and all of the standard items. All of the pots and pans are oversized and capable of feeding many people simultaneously. A door to the west opens into the living area, and a door to the north leads into a small pantry. Two small bells are attached to strings that run into the ceiling, against the western wall and south of the door. They lead to the suites (rooms 1X and 1Y), and ring only when someone above wants room service. The waitresses, Mary and Julia, are responsible for seeing that the food gets to the rooms as soon as possible.

There is a trapdoor under a round rug in the north portion of the room. A short flight of wooden stairs leads down to the cellar (room 1J). The trapdoor can be

located only by a successful *detect concealed doors* roll.

Without Grog's or Matilda's permission, only the staff of Grog's may enter the kitchen area.

**1C. Matilda's Room.** This is Matilda's room. It contains a half-ogre-size bed, a dresser, a small nightstand, and many shelves lined with various cookbooks. In a small, locked chest in her top dresser drawer, she keeps 50 pp, an emerald worth 500 gp, and a lock of Grog's hair that she removed from his head one time while hitting him over the head with a pot. She's long had a crush on Grog, a confirmed bachelor, but her bossy, dominating attitude keeps him far away. Matilda wears the key to the chest around her neck at all times. The rest of her treasure is kept in the bank.

Matilda is an excellent cook and could have worked in some of the finest restaurants, but nobody in the human world would hire her because of her appearance, and no one in the nonhuman world had the taste to appreciate her culinary skills. Grog found her carrying crates in a warehouse and immediately hired her to run the kitchen in his soon-to-be-built inn. She is paid very well indeed (it is rumored that she earns more than the town's bank manager) and is completely loyal to Grog and the business. She has no idea that Caela is a spy, and has no clues to give the party. However, if asked, she does know where Caela lives (area 18).

**Matilda (half-ogre): AC 9 (leather apron); MV 12"; F1; hp 15; #AT 2, pot and pan; Dmg 1-4/1-4; S 17, I 12, W 9, D 10, C 15, Ch 4/8, Cm 3/13; AL CN.**

**1D. Fist's Room.** Fist, Grog's tavern bouncer, lives here. This room is similar to Matilda's room (1C). Fist was rescued from slavery when Grog stumbled across a group of evil humans who were using Fist to mine gold in the mountains. Grog and his friends killed the miners, rescued the slaves, and took the gold for themselves. They gave each of the slaves a fair share of the gold and used the remaining funds to form what is now a thriving mining company. Grog, seeing a half-breed in trouble and knowing talent when he saw it, offered Fist a great job with steady pay and fringe benefits (i.e., free food, lodging, etc.). Fist immediately accepted and has

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been Grog's most faithful henchman ever since.

Over his bed, Fist still keeps his slave chains to remind himself of his past and of his recent good fortune. A secret compartment under his bed contains a small, locked chest containing 12 gold nuggets worth 100 gp each, and a *potion of human control* (for elves, half-elves, and humans) — just in case. The chest is trapped with a sleep-poisoned needle (no saving throw, even for elves). The key to the chest is made by hitching together the two earrings he wears in a special way. The earrings themselves are not valuable. Fist spends most of his pay as soon as he gets it and boasts of a huge wardrobe.

**Fist** (half-ogre): AC 7; MV 12"; F3; hp 44; #AT 3/2; Dmg by weapon type; S 18/67, I 8, W 11, D 10, C 17, Ch 7/14, Cm 5/13; AL LN. In combat and as a bouncer, Fist prefers to use his superior size and weight advantages to pummel all unarmored troublemakers. The DM should note that it is impossible for small- and medium-sized creatures to return effective blows unless they first successfully overbear Fist. He wears *leather +1* and is proficient in the use of a blackjack (which he always carries) and has a double specialty with the battle axe.

**1E. Grog's Room.** Behind the large, locked, iron-bound door lies Grog's private living chambers. Plushly decorated, this is obviously the dwelling of a wealthy man. A gigantic, 15' × 10' bed covered in polar bear fur blankets fills the northern end of the room. Straight ahead, a large, screened-in fireplace heats the chamber nicely. Two winter wolf hides lie side by side in front of the fireplace, their open jaws facing the door. Another iron-clad door is to the northwest, and an impressive, solid iron chest takes up most of the southwest corner of the room. An oddly shaped, oaken desk fills the southeast corner, various letters and papers scattered about its surface. A very large chest is neatly tucked under the desk.

Grog always keeps the keys to his room, and to the rest of the tavern, in the heel of his left boot. The western door is barred and locked from the inside. It is therefore most unlikely that the party has somehow broken in here. It is more likely that Grog has just invited the party into this room to ask for their help (see Events).

Any character who examines the

outer door closely notices a long string with a two-inch diameter loop in the end of it tied to the door bar. After the rash of trouble began, Grog began tying this string from the door to his toe, just in case anyone managed to come through the door while he was sleeping.

**Grog** (half-ogre): AC 1 w/armor; MV 9"; F6; hp 76; #AT 3/2; Dmg by weapon type; S 18/00, I 11, W 8, D 9, C 17, Ch 8/16, Cm 7/18; AL LN; *chain mail +1, shield +2, bastard sword +1, ring of warmth*. Grog was born in the arctic wastes to the north, in the Valley of Frost, to a human mother and an ogre father. His father was a lieutenant in the clan, his mother a slave. Raised by his father in the ogrish graces, he left home to find a better way and make some money on the side. He adventured for many years, doing different things. One of his companions included a ranger named Sidon Bearclaw, currently Dagger Rock's captain of the guard. Sidon had a change of heart and decided to work for good and order in the world, and leave the chaotic roaming to his friends.

Grog's one dream was to settle down to the quiet life, a wealthy ogre with some good friends. After proving that he was better than the ogres in his father's clan, he set about to amass his fortune so that he could eventually build his very own tavern. One day, luck was with Grog. His party decided to take a "permanent loan" from a town bank and stumbled onto a small fortune in gems and coins. While the rest of the party members used up most of their weight allowances carrying gold and platinum pieces, Grog's superior strength and size allowed him a greater share of the loot. His impressive bearing and quick thinking also provided him with the majority of the bank's gems and jewelry. Most of the characters left with only around 2,000 gp; Grog cleaned up with more than 10 times that amount.

His dreams realized, Grog retired to a life of luxury and thought about finally settling down. He vaguely remembered the town of Dagger Rock, where his old friend the ranger now lived in peace. After only a week in town, Grog purchased some land and set about building the "world's greatest inn and tavern."

Grog's prices are low and his wages high because most of his money is now safe in the town bank. The interest from

this bankroll and the great volume of business he does allow him to just break even. He is not in business to make money, although he does try to promote honesty and makes all of his customers pay, one way or another.

Grog is double-specialized in bastard sword (which he is capable of wielding in one hand, getting full two-handed damage dice), and is also proficient in blackjack and spear. He has been known to wear chain mail under the brown leather tunic that reveals his very broad biceps. He always uses a large shield when fighting, but there should be no need for Grog to wield a weapon in this adventure.

**1F. Outhouse.** This is a standard outhouse in all respects, except that everything inside is always kept very neat and clean. There is nothing of any real value in here.

**1G. Stables.** This building contains 16 stalls. The best stalls are nearest the western entrance. The first two stalls are used to store some minor tack gear. The rest of the supplies are stored in room 1H.

The chief stableman, Shod (see area 2), is a mute. Although extremely kind to the animals in his charge, he's not particularly fond of humans or even humanoids. The only real exceptions to this policy are Grog and the two stableboys, Raven Bearclaw (area 14) and Logen Ironhand, Jr. (area 12). Raven is the son of Captain Bearclaw, and young Logen is the son of the town blacksmith. Both boys work here part-time, making good money and saving it up for a rainy day. One or both can usually be found here in the afternoon and early evening.

All horses stabled at Grog's are fed, walked, washed, and brushed at no charge.

**1H. Tack Room.** A large pile of hay usually hinders entry to this room. The room is always locked when Shod is not present, and only he possesses the key. It contains piles of feed, blankets, and assorted horse gear. There are even two spare saddles for emergencies, and Shod will sell some of the gear to friendly characters for half the usual (*Players Handbook*) rates, in rare circumstances. There is nothing else of value here.

**1I. Flophouse.** This huge room's floor is carpeted with cheap mattresses cov-

ered over by a thin layer of straw. This is the flophouse, a famous institution at Grog's, where all manner of drunks, miscreants, and those who are just too poor to sleep anywhere else often spend their nights. The straw is changed daily, and the mattresses are checked weekly for bugs. Any intoxicated person at Grog's is very likely to wake up in here. Although valuables are not guaranteed, very few thieves are bold enough to steal from any patron under Grog's roof.

**1J. Cellar.** A small flight of wooden steps leads down from the trapdoor in room 1B to the main food storage cellar. Here, most of the kitchen's supplies are stored until needed. It is considerably cooler down here than in the rest of the tavern.

In the center of the room is a large stone well, approximately 30' deep to the water below. All of the fresh water at the inn comes from here. The walls of the well are slightly slippery to climb (see *Dungeoneer's Survival Guide* for details on climbing). It is impossible for a character to "belly flop" into the well.

Unknown to anyone at Grog's, a secret door exists deep down in the wall of this well. It can be detected only by a character within the well, about 20' below the floor (10' above water level). From this position, it is relatively easy to spot the loose stones that outline the door (double normal chances). This door enters the tunnel system made by Yuri and his cohorts (area 31I). The tunnel entrance is only large enough for single-file crawling by creatures no larger than man-size.

Grog knows about the secret door in the west wall of the cellar. This door leads to room 1K, the fine wine cellar for the tavern.

The party is not likely to visit here until after the robbery (see Events), as the cellar is usually off-limits to all but employees of Grog's. However, after the theft of the wines from room 1K, Grog is more than happy to let the party search the area with Captain Bearclaw.

**1K. Fine Wine Cellar.** The secret door from the main food cellar leads into Grog's private fine food and wine storage room. The best of Grog's vintages and supplies are kept here, and only Grog, Matilda, and Fist are supposed to know of this room existence. Unknown to any of them, Caela discovered it during one of her frequent

searches of the tavern.

The DM should decide which of the campaign world's finest vintages are in Grog's possession and what their approximate values are.

See the Events section and room 1J for details concerning a robbery to be perpetrated here.

#### Upper Level

This level contains the paying customers' rooms and the balcony that overlooks the common area. In time of great need, all of the beds can be bunked, thus effectively doubling each room's capacity. Only the adventurers' suite (room 1Z) normally contains bunk beds. All beds are about 10' × 5', unless otherwise indicated. Ezmerelda (area 7) is the only maid hired to keep the rooms in order, and all sheets are changed by 3:00 P.M.

**1L-1M. Linen Closets.** These are nothing more than large linen closets. They are always searched at night before closing, for possible unwelcome guests. Other than extra sheets and pillows, there is nothing of any value in either closet. The pieces that can be assembled into extra tables and beds can also be found in these rooms.

**1N. Balcony.** An open balcony runs along all but the eastern wall. From here, almost all of the lower common room (1A) are completely visible, including the stage. The balcony is surrounded by a 3'-high railing which has a 1' ledge near the top of the inner rail for drinks, etc. The railing is very sturdy, and it is virtually impossible to reach the lanterns (which are normally lit and suspended from the ceiling with long, thin chains) from here. Grog and Fist always keep a watch on the goings on here. No drink or food service is provided for those on the balcony, but on special nights, chairs and tables are placed here for additional customers.

**1O-1T. Single Rooms.** These single rooms each contain one normal bed, a small nightstand with a filled pitcher of water, and a small wash basin. A small chest with no lock is provided for temporary storage of personal belongings.

Currently, only one of these rooms is occupied on a regular basis. Room 1O is the current lodging place of the minstrel and is usually reserved for Grog's

single entertainers.

**Salae Silvermoon** (high elf): AC 10; MV 12"; T2; hp 10; #AT 1; Dmg by weapon type; S 9, I 16, W 12, D 14, C 13, Ch 17, Cm 17; AL CN; *cloak of elvenkind*. Salae is very attractive and still rather young for an elf. She's definitely a flirt, but plays stupid to get close enough to pick the pockets of the obnoxious men who chase her. She travels under the guise of a minstrel in order to allay suspicion, make a little money on the side, and add a little excitement to her life. She's actually quite good with the lute and the flute, and not bad with a throwing dagger, either. She always wears her *cloak of elvenkind* and never hesitates to use it should things get sticky. Believing deeply that all creatures deserve to choose their own paths to follow in life, she is currently on Grog's side in the nasty turn of events. Should the party be in dire need of a thief, the DM should feel free to use her. In any case, she won't attempt to steal anything from the party members, as they are obviously friends of Grog, and "he needs all the friends he can get." Salae knows nothing about who's behind the recent crime wave, but the DM may choose to use her to spread any rumors necessary, should the party be having difficulty with the investigation.

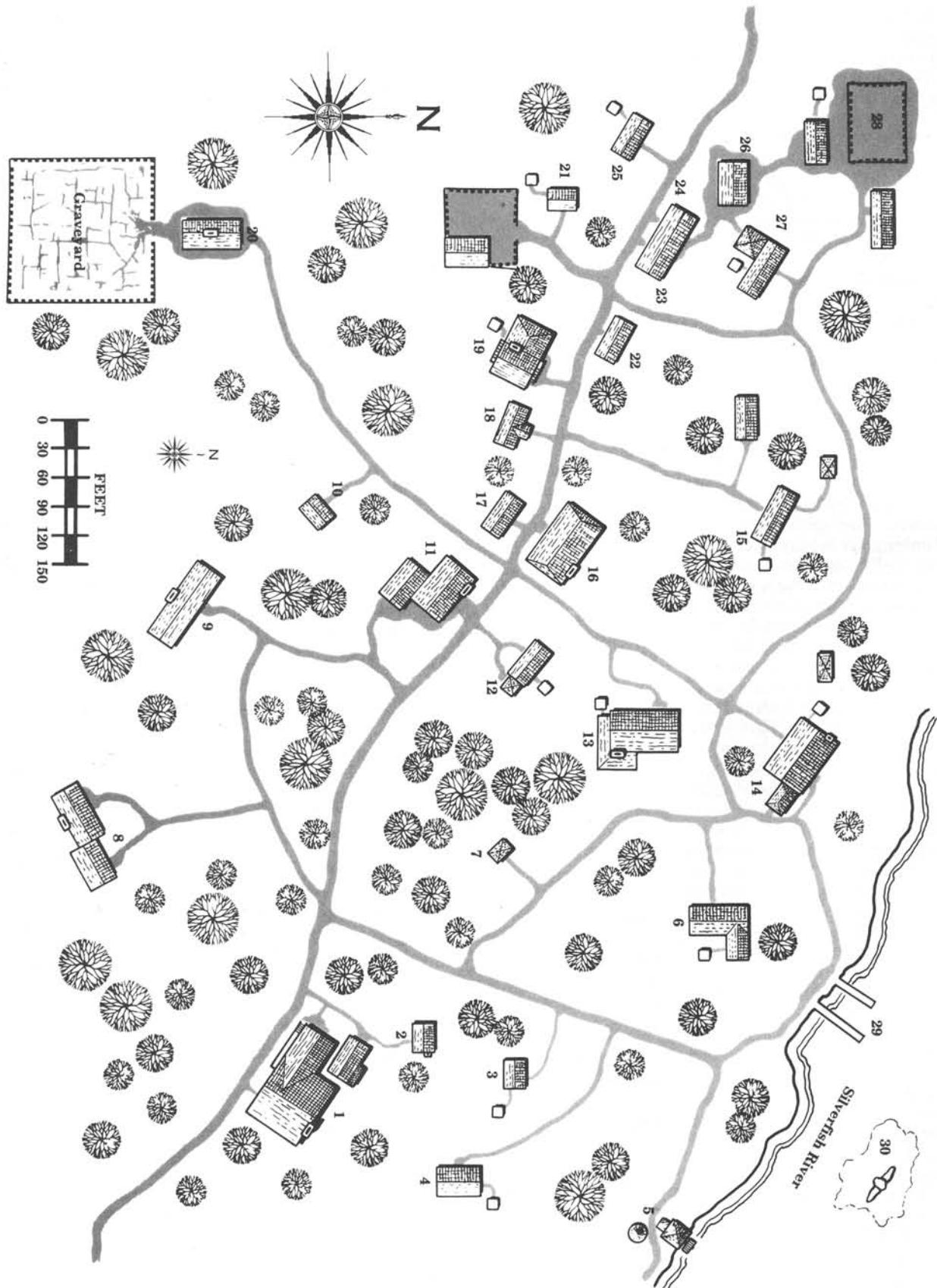
**1U-1W. Double Rooms.** The double rooms each contain two beds, two large wooden chests with no locks, a large table, and a nightstand with pitcher and bowl. Only one of these rooms is regularly occupied during the week of the adventure. Room 1U is occupied by two half-orcs who have been planted by Yuri to watch the tavern and any and all newcomers.

**Grunt** (half-orc mercenary): AC 8; MV 12"; T1; hp 7; #AT 1; Dmg by weapon type; S 13, I 9, W 10, D 14, C 15, Ch 12, Cm 13; AL CE; leather armor, dagger +1, and thieves' tools.

**Brock** (half-orc mercenary): AC 5; MV 9"; F1; hp 11; #AT 3/2; Dmg by weapon type; S 17, I 7, W 11, D 10, C 17, Ch 9, Cm 13; AL NE; chain mail; specialized in long sword.

If any party members stay in room 1Y or 1Z, Grunt uses his ability to hear noises to determine what, if anything, the characters are up to. The DM should make a new roll for every important bit of information. Grunt is a thief, after all, and subject to the same mistakes as the PCs. If Brock or Grunt suspect any-

TOWN OF DAGGER ROCK



thing, they immediately inform Yuri. See the Events section for possible repercussions.

Grunt and Brock are posing as horse traders interested in purchasing strong horses from nearby farms. Any subtle questioning by a knowledgeable character has a 75% chance of revealing that neither knows the least bit about horses. Each of the half-orcs should be given a 1d20 roll of his intelligence or less to determine whether he realizes that he's blown their cover. Failure indicates that the characters in question have successfully avoided suspicion, for now.

Both Grunt and Brock can usually be found in the tavern common room (1A) during the evening hours. They don't use any of the tunnels to reach Yuri's secret chambers (see area 19), as their "regular business" allows them relative freedom of movement without attracting suspicion.

**1X-1Y. Suites.** These rooms each contain one 10' × 10' bed, an oaken armoire, a large iron chest with lock and key, and a wooden table with a water pitcher and bowl. These two rooms are the only ones for which all-hours room service is provided. If anything is required, a small bell cord can be pulled. At night, Matilda provides the service, while Mary and Julia split responsibilities during the early evenings. Upon the party's arrival, only room 1Y is occupied.

**Irid Sidewinder** (merchant): AC 5; MV 9"; C2; hp 14; #AT 1; Dmg 2-7/1-6 vs S-M/L; S 14, I 12, W 16, D 12, C 15, Ch 17, Cm 16; AL CN; spells carried are *command*, *cure light wounds*, *light*, and *sanctuary*; hides a mace and chain mail beneath his robes. "Father" Irid is a con artist. He carries with him three blue vials which he tries to pass off as *potions of healing*. They are actually just colored alcohol. Selling them for only 50 gp each to his "friends," he's made quite a killing recently. Should anyone question the authenticity of his goods, he gives the doubter a money-back guarantee in which he agrees to refund the purchaser's 50 gp if the potion does not heal any wound. He only gives this guarantee to already injured adventurers, casting his *cure light wounds* spell on the purchaser after helping him to wipe his chin of the remaining potion. Irid then accepts orders for more potions (he carries only

three with him) at 10 gp each, with a two-day wait per potion to be manufactured. After receiving his fees, he promptly leaves town. Irid will never reveal that he is a cleric or what his last name really is.

The DM can, at his option, treat the potions as *potions of delusion*.

**1Z. Adventurers' Suite.** This is Grog's famous adventurers' room. It contains four beds (usually bunked for eight sleeping spaces), no chests (as adventurers are notorious for not leaving their valuables in their rooms), and one large round table for conferences (and casting a mass *detect magic* spell on found treasure). There's even a large fireplace shaft which indirectly heats the room whenever Grog is cold below. Grog is also rumored to often visit those groups who stay here. No other adventuring groups arrive during the week of this adventure.

**2. Shod's Cottage.** Grog's chief stableman, Shod, lives in this small, unadorned cottage with a view of the stables. Shod is a mute half-ogre who, after being abandoned as unfit by his ogre tribe, was rescued and raised by a young female druid. The druid soon realized that, although unable to speak, Shod had a unique empathic ability to communicate with animals (not monsters). After many years, Shod even learned how to cast a few spells, without the need for prayer or spell components, much the same way some monsters do.

Grog offered Shod a safe place to live where he could accomplish something and, best of all, constantly work with animals, especially horses. Shod agreed and has proved to be one of the best animal trainers around.

**Shod** (half-ogre): AC 10; MV 12"; "C1"; hp 16; #AT 1; Dmg by weapon type; S 18, I 7, W 7, D 10, C 16, Ch 4/8, Cm 4/13; AL N; expert at pummeling and wrestling; spells carried are *cure light wounds* and *remove fear*. Shod has dull yellow-brown skin, similar to the horses he cares for. Unknown to Grog, he puts much of his salary back into special food for the horses and gives it to the stableboys as bonuses and gifts. The stableboys have a deep respect for Shod and would fight to the death to protect the kind half-ogre. Shod communicates with his eyes and hands, and can perform limited reading and writ-

ing when necessary. The DM should play Shod without speaking, except when necessary for clarification. He is most often found in the stables with the horses.

**3. Home of the Ronards.** An attractive young couple lives here in their newly built wood-frame home with a view of the river. Sevim and Julia Ronard both work at Grog's and have recently built this house with gold that they've saved over the past six months. Both are very attractive. Sevin, however, is actually a very rare example of a half-orc who is capable of passing for human.

**Sevim Ronard** (half-orc bartender): AC 6; MV 12"; zero level; hp 6; #AT 1; Dmg by weapon type; S 16, I 12, W 14, D 16, C 15, Ch 16, Cm 16; AL CG; leather armor. Note: Sevin's abilities may be higher than the *Players Handbook* allows. Since he is an NPC, this can be justified to add to the adventure's flavor.

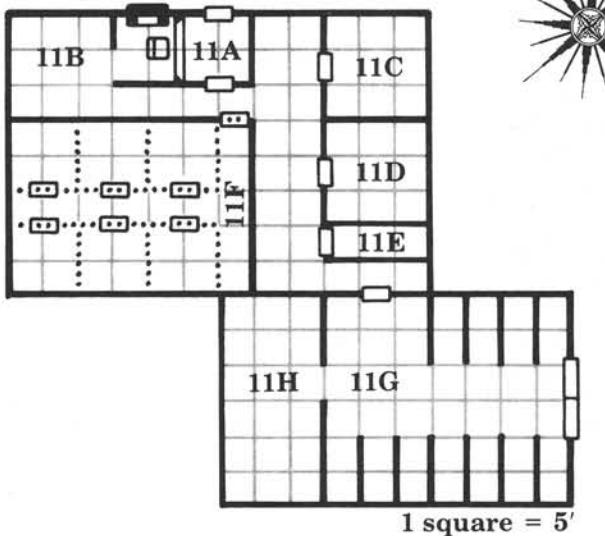
**Julia Ronard** (waitress): AC 7; MV 12"; zero-level; hp 4; #AT 1; Dmg by weapon type; S 12, I 14, W 12, D 17, C 13, Ch 16, Cm 18; AL CG.

Julia and Sevin have been married for just nine months and used to work at the Dagger Rock Tavern, before Grog arrived and offered them better pay and no prejudice. They bear no enmity to Yuri but haven't really spoken with him for many months. They are very good friends of Grog and have worked very hard to raise the money to begin building their new house. Very worried about the recent turn of events, they help in any way possible. Both can always be found at the tavern in the evenings. They are usually together at home in the daytime, sleeping or working on the house.

**4. Empty House.** This house was built by a man who disappeared about two years ago. No one has the title, and the bank is now in the process of trying to sell it.

**5. Mill.** This small mill is run by a middle-aged man named Silas, whose major complaint these days is that someone is stealing his grain. The truth of the matter is that a group of giant rats are eating the grain in his silo through a hole in the floor (see secret tunnels, area 31J).

## GUARD STATION AND JAIL



**6. Hidden House.** Secluded deep in the woods is the home of Tristan Runilar, a half-elf bowyer and fletcher.

**Tristan Runilar** (half-elf): AC 6; MV 12"; R3; hp 29; #AT 2; Dmg by weapon type; S 15, I 14, W 14, D 19, C 15, Ch 12, Cm 15; AL NG; specialized and proficient in bow only; *longbow +1* and *6 arrows +1*. Tristan fought many wars against orcs, ogres, and other evil humanoids, and still has a deep hatred of them. He hides away undisturbed in his elven retreat. Upset by the proximity of Grog's and its customers, he guards his home every night and will shoot anyone who tries to enter without permission. He often pulls his punches, doing only 25% real damage and 75% stunning damage.

Tristan's famed craftsmanship was learned from his mother, a wood elf. It is rumored that, if given enough time and money, he can actually fashion magical bows and arrows. In the ceiling of his workshop there's a secret compartment (-1 to detect) that contains 500 pp and 6 diamonds of 500 gp value each.

Captain Bearclaw, although not the best of friends with Tristan, can always count on him in times of trouble. The

party can always find him at home, but he avoids helping others (unless there's a wood elf in the party) and knows nothing about the crime wave.

**7. Maid's House.** Ezmerelda Fipps, the old woman who works as a maid at Grog's, lives in this small house. There are rumors that Ezmerelda was fired from her former job at Yuri's tavern for stealing. Actually, she was framed by Yuri so that he could bring his own people into the tavern. Grog believes her story and has not had any trouble from her. She keeps 100 gp in an account at the bank and has very few other possessions. During the day, she can usually be found working at Grog's; in the evening she knits at home.

**8. Farm.** A farmer named Elmo just moved here and has begun to plow his fields. If the PCs arrive here during daylight hours, they find Elmo in big trouble. He is running from a wave in the grass that appears to be following him, and he's screaming for help and definitely terrified of whatever it is that's attacking him. If the characters help poor Elmo, they are quickly at-

tacked by a wild boar (AC 7; MV 15"; HD 3+3; hp 19; #AT 1; Dmg 3-12; SD fights up to -6 hit points for 2-5 rounds). The pig is very dangerous and not stupid. Because the grass is very high, any missile weapons used attack an essentially invisible target (-4 to hit) when the boar is not within melee range. If the party damages the pig to below 5 hp, it pretends to run away into the field, but circles around to attack the party from behind in 1-4 rounds.

Once the beast has been vanquished, Elmo thanks the PCs for their help and invites them in for a pig roast. After dinner, Elmo gives the party his only valuable possession, a rough iron dagger with a 20-gp diamond imbedded in the hilt. He tells the party that he found it in the field beside some long-buried bones when he was plowing. The dagger is the special key to the treasure room of Dagger Rock (see area 30). If anyone in the party remarks on the resemblance, Elmo agrees that the dagger does resemble the rock formation for which the town was named.

**9. Jim's House.** Jim Aremsee pretends to be the town drunk, but is actually Yuri's chief source of information. He often buys drinks for others and pumps them for information, or just eavesdrops on conversations by "collapsing" outside householder's windows late at night. Before the elves (area 19) arrived, Jim was Yuri's chief thief, but now he has the sole task of spreading rumors to stir up trouble.

**Jim Aremsee:** AC 5; MV 12"; T3; hp 13; #AT 1; Dmg by weapon type; S 14, I 14, W 12, D 17, C 14, Ch 15, Cm 14; AL CN; *bracers of defense AC 8* and *thieves' tools*. Jim usually uses the graveyard entrance to the tunnels (area 20) when he has to meet with Yuri. His favorite ploy is to pretend to pass out in town and have one of the town guards carry him home. He can then claim an alibi, with the guard as his witness, should he become suspect. Jim can be found anywhere in town at any time.

His house is small and typical, but there's a secret chest with 200 pp buried in his back yard. He carries the key to the chest around his neck, and a ranger (or barbarian) should be capable of locating the chest's hiding place.

**10. Schoolhouse.** This small building is a single room containing 10 small desks and chairs, with one larger desk

and chair at the front. Every day, for three to four hours, Cristina Andovan teaches reading and writing to children and adults, free of charge (her family foots the bill).

**11. Guard Station and Jail.** (See the map on page 52 for interior details.) This stone guard station was built under the direction of Captain Bearclaw to provide a strong holding place for those persons accused of crimes. All the surrounding towns use this jail to detain prisoners until they can be transferred to a major city for trial. There is much controversy surrounding the building, as many townspeople think it is a waste of space and money, and they would rather not have criminals kept within their town borders. Currently, the jail is permanently manned by the town's third full-time law-enforcement officer, Leif Delerin (see area 11C). All three officers — Captain Sidon Bearclaw, Raymond Ironhand, and Leif — have keys to everything inside the jail. All doors are locked and barred from the inside at night.

**11A. Check Station.** All visitors to the building must stop here and sign in. If the visitors have a good reason to be admitted, Leif (or Sidon or Raymond) unlocks the south door and escorts them inside.

**11B. Records and Property Room.** This area is devoted to records and storage of prisoner property. A cabinet is filled with documents, while three chests are empty, awaiting prisoners' belongings.

**11C. Leif's Room.** Leif is relatively new in town, arriving only four months ago, and is currently living in this spare room. It is sparsely furnished, but quiet and free.

**Leif Delerin:** AC 2; MV 9"; F2; hp 18; #AT 3/2; Dmg by weapon type; S 17, I 14, W 10, D 16, C 15, Ch 13, Cm 13; AL LG; chain mail and shield; double specialized in short sword and proficient in longbow. Leif always thought he wanted to be an adventurer, but after a few near-fatal experiences that ended up to be not worth the trouble, he decided to make a respectable living for a while, doing some good deeds where it really counted. He doesn't particularly like what he's heard about Grog or the company he keeps, but has yet to actu-

ally meet the half-ogre. Knowing nothing about the recent crime wave, he spends most of his time at the jail. He reads a lot, and many books can be found in a chest under his bed. Any payment he receives is immediately deposited at the bank.

**11D. Kitchen.** This small kitchen was designed for preparing meals for the prisoners and snacks for the guards.

**11E. Weapons Room.** A small cache of weapons is stored here (the town's major stockpile is currently stored at Bearclaw Keep, area 14). There are five long swords, three short swords, and three sets of chain mail. All were made by Logen Ironhand.

**11F. Jail.** There are six cells in this area. They are all standard and all open to the same key. None of the cells is currently occupied.

If the DM wishes to make the adventure more difficult, a prisoner (perhaps an evil 3rd-level fighter arrested for murder) can be incarcerated here. Then, on one of the uneventful days (see Events), Yuri gives instructions for the elves (area 19) and Jim (area 9) to perpetrate a jail break. Jim pretends to be drunk and, when brought to the jail to sober up, attempts to stab Leif in the back with a concealed dagger. In any case, he will have already unbarred the back door, allowing the elves to pick the lock and enter unnoticed. Jim shouts in feigned drunkenness to conceal their intrusion. The DM should determine how successful the criminals are and whether Leif manages to wound any of them. The imprisoned fighter is promised gold and his freedom if he agrees to help Yuri. He is given refuge in the secret tunnels (area 31) and can always be found there by the party.

**11G. Stables.** There are four heavy war horses and three light war horses stabled here. The double doors are usually barred from the outside.

**11H. Tack Room.** An archway leads from the stables to a tack room filled with saddle blankets and other miscellaneous horse gear.

**12. Blacksmith's Shop and Home.** This building serves as both the smithy and home of the blacksmith, Logen Ironhand, and his family. A path from

the main road splits, with the west fork leading to the front door of the house, and the eastern fork leading to a pair of double doors which open into the blacksmith's forge area and storeroom for the metals and unfinished goods Logen is currently working on. Finished goods are stored in a large, locked metal cabinet in the house's very small cellar.

Logen and his wife, Gwen, are a middle-aged couple who have lived here all their lives. They have three sons — Raymond, Logen Jr., and Tergen — who are all very active in the town.

Logen's goods are slightly better than average quality, but he sells them for average prices. His stores are limited, however, and he currently has only the following items for sale:

- 1 set of chain mail
- 2 sets of ring mail
- 4 large shields
- 1 set of scale mail
- 3 daggers
- 4 long swords
- 3 short swords
- 1 bastard sword
- 1 two-handed sword (just completed)

All of Logen's items bear his special insignia (two crossed hammers over an iron hand) stamped into an inconspicuous part of each weapon or tool.

The family treasure (500 pp and a 300-gp emerald) is kept beneath the smithy's main anvil, in a locked chest trapped with a poisoned needle (save vs. poison or fall asleep for 6-36 turns, affects even elves).

**Logen Ironhand:** AC 3; MV 9"; F4; hp 36; #AT 3/2; Dmg by weapon type; S 18/45, I 13, W 9, D 16, C 16, Ch 12, Cm 13; AL LN; chain mail; double specialized in hammer; *iron hammer* +2. Logen has lived all his life here and is descended from a long line of blacksmiths. He is capable of making any armor up to chain mail, and can forge any non-magical weapon known in this world. Since Logen has only one apprentice, his son Tergen, and he is the only blacksmith in town, it often takes him quite a while to make anything on order. His quality is well worth the wait, however. His attitude to the newcomers is neutral at this time. Although Grog and his friends bring him a lot of new work, and he has never actually seen any of them commit any crimes, he's very apprehensive about their effect on the town, which he wants to see remain as it always has been: quiet and peaceful. He does not particularly approve of



Logen Jr.'s working at the stables ("He should be here at the forge."), but the money is good, and the stables are relatively safe. Logen can always be found hard at work at the forge, even into the late evening.

**Gwen Ironhand:** AC 10; MV 12"; zero level; hp 3; #AT 1; Dmg by weapon type; S 10, I 11, W 12, D 14, C 13, Ch 13, Cm 14; AL LN. Gwen grew up in Dagger Rock, and everyone always knew that she and Logen would eventually get married. They are quite happy together, and she's content to remain a housewife and take care of the "kids." They're becoming more and more independent, however, and she's beginning to look around for something else to do in her spare time. Unknown to anyone, she has 20 pp stored away in a preserves jar in their cellar. She's begun to take a greater interest in Logen's work and spends much of her time at his side. She can usually be found in the house, at the forge, or shopping in town.

**Raymond Ironhand** (town guard): AC 2; MV 9"; F1; hp 12; #AT 3/2; Dmg by weapon type; S 17, I 11, W 10, D 16, C 17, Ch 14, Cm 15; AL LG; chain mail and shield; specialized in long sword.

Although only 19 years old, Raymond is one of the three official town guards. Along with Captain Bearclaw and Leif Delerin, he helps maintain order in the town. Raymond spends most of his time dealing with domestic disputes in town, while Captain Bearclaw investigates the current crime wave and trouble at Grog's. Raymond enjoys his work but has begun to yearn for adventure, hearing tale after tale of wrongs to be righted and deeds to be done. The DM should consider Raymond a paladin without the title or true abilities. He is purely lawful good and completely incorruptible. He has a secret treasure chest in the attic that contains two 100-gp diamonds and 20 pp. He plans to use this money to purchase a horse and supplies before he leaves to adventure. He already owns a set of chain mail, a shield, and a long sword. He can usually be found at various houses, settling arguments, or patrolling the streets. He rarely visits Grog's.

**Logen Ironhand, Jr.** (stableboy): AC 7; MV 12"; zero level; hp 3; #AT 1; Dmg by weapon type; S 15, I 15, W 9, D 17, C 14, Ch 12, Cm 13; AL LG. Sixteen-year-old Logen Jr. works part time at Grog's

as a stableboy. His best friend is Shod (area 2), and he'll almost always be found at the stables with him. Although he's a very bright lad and realizes that blacksmithing is not for him, he's yet to find anything else he's interested in enough to pursue as a career, except perhaps for horses. He loves animals almost as much as Shod does, and is one of the few people who knows all of Shod's secret talents. As a gift, Logen is currently teaching Shod how to read and write in Common.

**Tergen Ironhand** (apprentice): AC 9 (leather apron); MV 12"; zero level; hp 2; #AT 1; Dmg by weapon type; S 10, I 11, W 14, D 15, C 13, Ch 9, Cm 11; AL LN. Tergen works at the forge with his father, when he's not busy with his chores or at school. He's only 12 years old, but he knows he wants to follow in his father's footsteps someday.

**13. The Hearthfire Inn.** (See the map on page 55 for interior details.) The Hearthfire Inn, formerly the most popular inn in Dagger Rock, is owned and operated by Jack and Mable Whitam, a rather plump, middle-aged couple. Their business has dropped off tremendously since Grog's arrival, but they've yet to raise their prices. Fortunately, they have a number of regular travelers who enjoy their fine service and hospitality enough to go out of their way to come here, and can still barely make ends meet. Their prices are standard campaign rates, and the service and atmosphere are excellent. Jack and Mable operate the inn by themselves, and there is currently no entertainment hired for the evenings.

**13A. Common Area.** This very large common area is filled with chairs and round tables. It is mostly outfitted for dining and small entertainment, but there's a bar just inside the main entrance. Jack is in charge of taking and filling orders, tending bar, and seeing that his guests are seated and happy.

**13B. Kitchen.** Mable is in charge of the kitchen, and does a fine job with anything she cooks. The kitchen is well appointed, although the pantry (in the southwest corner) is getting rather bare. A secret door at the rear of the pantry leads to the Whitams' room (13E). A trapdoor in the floor next to the pantry leads down to the cellar.

**13C. Alcove.** This room is mainly an alcove to the hearthroom (13D). Doors to the south lead to the suite (room 13F) and a linen closet. To the north is the Whitams' private chamber (room 13E) and, to the east through a red curtain, lie the hearth and the rooms for rent.

**13D. Hearth Room.** This large area, surrounded by doors leading to the guest rooms, glows with the orange heat of an open hearth in its center. Sweet-scented smoke drifts lazily upward through an open vent in the peaked ceiling.

**13E. Innkeepers' Room.** This is the Whitams' private chamber. It is furnished with one very large bed, two bureaus, and a small nightstand. A secret door to the north leads to a corridor which provides easy access to the pantry and the kitchen, for midnight snacks. As evidenced by their rotund nature, the innkeepers use this door frequently.

**Jack Whitam:** AC 10; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 15, I 11, W 10, D 12, C 13, Ch 10, Cm 9; AL N.

**Mable Whitam:** AC 10; MV 12"; zero level; hp 3; #AT 1; Dmg by weapon type; S 9, I 13, W 9, D 12, C 10, Ch 12, Cm 10; AL N.

Jack and Mable, although very friendly to humans, are not particularly pleased about the recent turn of events. They are outright rude to any half-breeds and even deny them service. They have little to steal and have yet to be touched by the recent crime wave. They know nothing about the conspiracy, although their demeanor and prejudices might make a party suspicious.

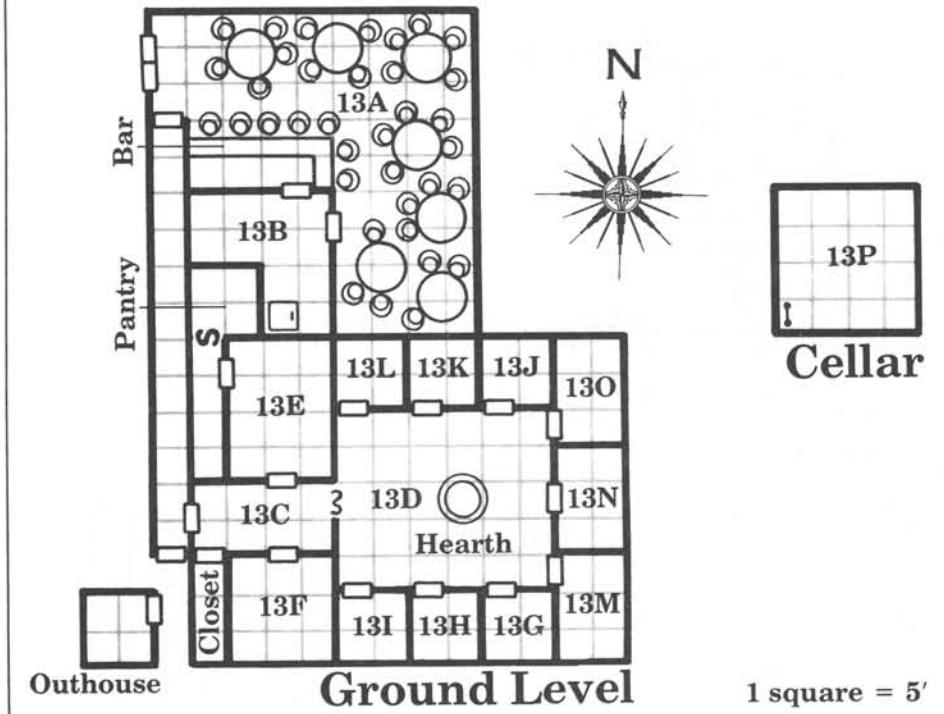
During business hours, Jack is always out front, while Mable tends the kitchen. At night, there is a 10% chance per turn that both (75%) or one (25%, equal chances for both) are in the kitchen snacking.

Their remaining personal treasure of 100 gp is stored in a secret compartment under the nightstand.

**13F. Suite.** This room is a very nice suite, and the Whitams' furnish it as desired by the renter.

**13G-13L. Single Rooms.** These rooms each contain one bed, a nightstand, and a small chest with no lock.

## THE HEARTHFIRE INN



**13M-13O. Double Rooms.** Each of these rooms contains two beds, a nightstand, and a bureau with four drawers.

**13P. Cellar.** Perishable goods are stored here. There is nothing of value or anything remarkable about the cellar. A small set of wooden stairs leads up to room 13B.

**14. Bearclaw Keep.** (See the map on page 56 for interior details.) Sidon Bearclaw, former adventuring companion of Grog and current captain of the guards of Dagger Rock, lives here with his son, Raven, and daughter, Mary. The house is one of the few in the area made mostly of stone and was built with wealth acquired when Sidon adventured. Sidon's wife died in the tragic fire that burned down the old church (area 20) about six years ago. Raven and Mary spend most of their time taking care of the house and stables, and working at Grog's.

**14A. Main Entrance Hall.** Behind a large set of oaken double doors is the main entrance hall of the keep. Directly across the hall, another set of similar doors opens into a long hallway. There

are normal doors in the east and west walls. The room is decorated with various tapestries depicting forest scenes.

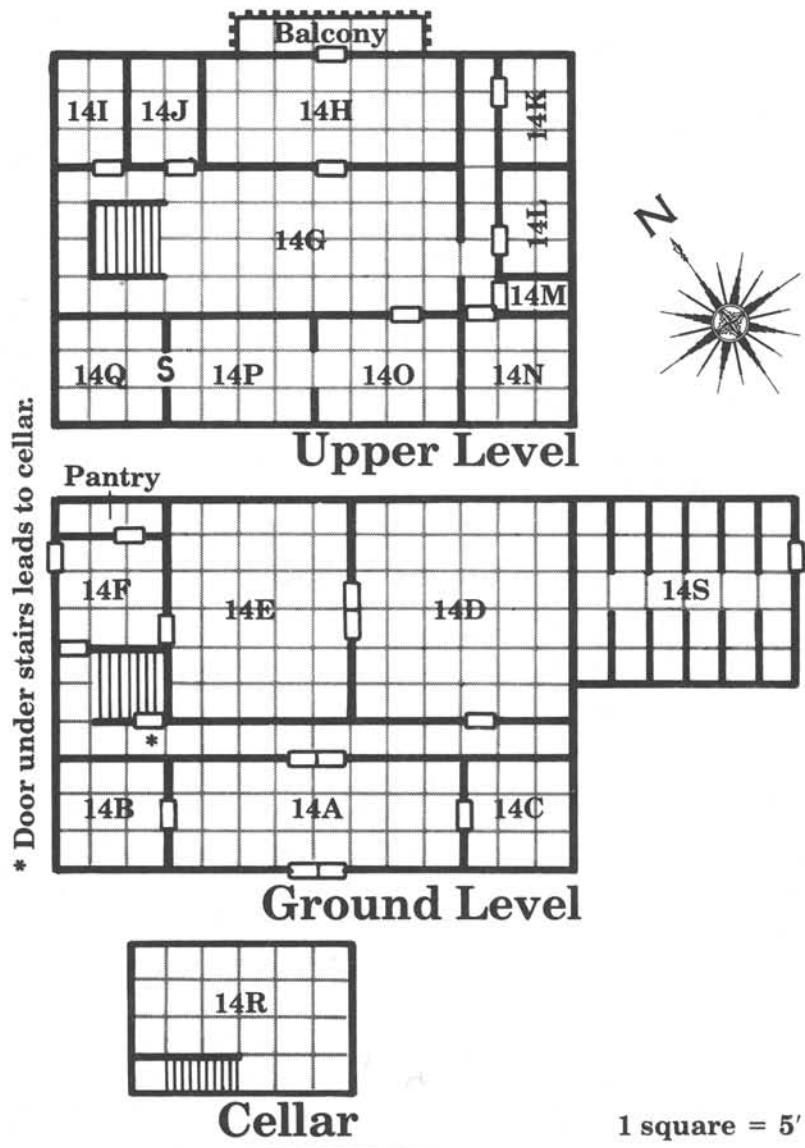
**14B. Weapon Storage Room.** This is where the weapons used by the town militia (any male over 13 years of age) are stored. Most have never been wielded, but Raven is in charge of making sure that all are sharp and in good condition.

On racks along the walls, there are a total of 60 long swords, 20 short swords, various pole arms, 30 axes, and 40 wooden clubs. None of the weapons are magical or worth anything more than the going rate. All were made by Logen Ironhand, the town blacksmith (area 12) and bear his special insignia on the handle.

**14C. Storage Room.** In this room, various rarely used items of local law enforcement are stored. There are 30 shields, 10 wooden barricades, sacks for use as sandbags, shovels, picks, etc. None are magical.

**14D. Great Meeting Hall.** This large hall is filled with chairs. A long table runs east to west near the north wall.

## BEARCLAW KEEP



Large double doors lead to the dining hall (room 14E). Most of the town's large formal meetings are held here. See the Events section for details on the town council meeting to be held here at the end of the adventuring week. There is nothing of value in this room.

**14E. Dining Room.** This large, formal dining room usually contains three long tables with red upholstered chairs around each. During large meetings, the double doors to the east are often left open, and a buffet is set up in here with the tables against the walls.

**14F. Kitchen.** This kitchen contains the usual accoutrements. An iron-bound door to the west leads to the outhouse. There is a small pantry beyond a door to the north. The rest of the food is stored in the cellar (room 14R). Mary is fully capable of cooking for the three of them, but since most of the family is over at Grog's anyway, they often eat there (free of charge, of course).

**14G. Main Hall.** At the top of a set of very wide stone stairs is the main hall of the upper level. Its walls are lined with tapestries similar to those found in

room 14A, but of higher quality. An archway opens to the east, two normal doors and one set of double doors open to the north, and one door leads south.

**14H. Meeting Room.** This private meeting room has a balcony that overlooks the Silverfish River to the north. Two fine-quality sofas and four upholstered chairs circle a large round rug in the center of the room.

**14I-14J. Guest Rooms.** These two guest rooms each contain a 10' × 5' bed, a wooden bureau, a small end table, and an oil lantern with flint, steel, and spare oil. Sidon's most honored guests, mostly travelers and nobility that prefer not to stay with the mayor (area 15), stay here. During the week of the adventure, no one is visiting the keep.

**14K. Raven's Room.** This small bedroom is occupied by Raven Bearclaw, Sidon's 15-year-old son. Raven works around the house and part time at Grog's, as a stableboy. He plans to become a fighter like his father, someday, but would rather not spend his time "roaming about the woods, chasing rabbits."

**Raven Bearclaw:** AC 7; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 16, I 12, W 13, D 17, C 16, Ch 16, Cm 17; AL LG. Soon, Raven will be almost as strong as his father, and he's inherited his good looks and dexterity, too. He can usually be found around the house, down by the river, or at the stables with Shod and young Logen.

The only unique aspect of his room is its lack of toys, etc. Its most striking adornment is a silver horseshoe (a treasured gift from Shod), which Raven keeps on his desk. He's saved almost 160 gp in the local bank (area 22).

**14L. Mary's Room.** Mary, perhaps the most beautiful young woman in town, is only 18 years of age but not stupid. She's very good at keeping suitors at bay and has yet to fall in love. Not only does her father's presence discourage many suitors, but she's also learned how to dodge just about every hustle in the book. Unknown to anyone, she has a weakness for attractive elves, partially due to all the romantic stories told about them by her father.

**Mary Bearclaw** (waitress): AC 8; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 12, I 11, W 15, D 16,

C 15, Ch 17, Cm 19; AL LG. Mary can usually be found at Grog's or down near the mercantile store (area 16). Her father always sees to it that she arrives home safely every night.

**14M. Closet.** Besides the usual assortment of clothing, there is nothing of interest in this closet.

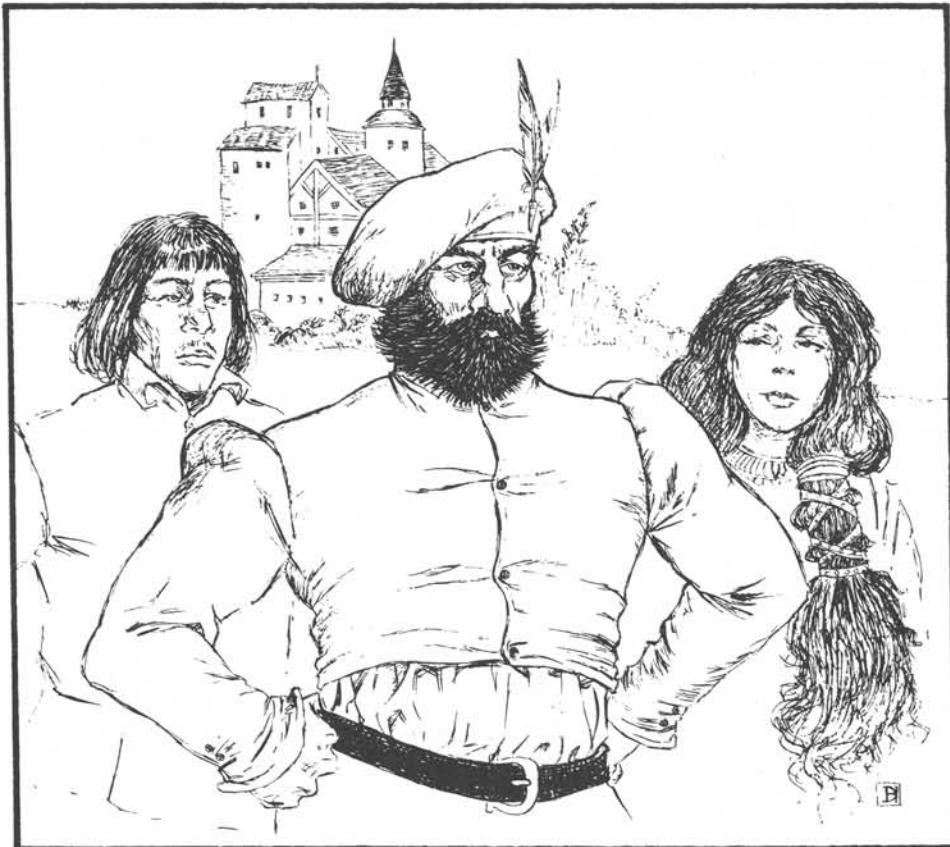
**14N. Sidon's Room.** This is the master bedroom of the keep. Sidon's wife, Maria, died six years ago in a tragic fire that burned down the old church (area 20). Sidon's since buried himself in his work and his children, actually becoming quite a good father in the bargain. He gained much experience traveling with Grog until he reached 4th level, changed from chaotic to lawful good, and decided to start a family and settle down. After a few more adventures, he came to Dagger Rock and built a home. He soon became one of the town's leading figures and was immediately elected Captain of the Guards of Dagger Rock. Although primarily a ceremonial title, since there are really only two other permanent guardsmen in the town, law and order have reigned since his arrival — at least up until now.

Sidon is completely baffled about the recent crime wave, and has only suspicions about possible motives. He's willing to try just about anything to help his dear friends at the tavern, and might be able to aid the party in their investigations (see Events).

**Sidon Bearclaw:** AC -1; MV 12"; R7; hp 69; #AT variable; Dmg by weapon type; S 18/24, I 13, W 15, D 16, C 17, Ch 15, Cm 16; AL LG; *long sword +2, elfin chain +2, ring of the good faeries, longbow +1, 12 arrows +1, and shield +1*. Sidon keeps most of his magical possessions in his secret adventurer's room (14Q), but always wears his *ring of the good faeries*, often appearing to see the impossible at night and disappearing in seconds from one area to the next. He can be found anywhere at any time (except in the secret tunnels below the town).

Sidon loves elves and was given some of his best magical items as a reward for taking care of a few thousand orcs for them. He often tells stories of the elves and speaks elvish very, very well. He's not bad at elvish poetry and songs, either, and his songs and stories are often requested at Grog's.

**14O. Library and Study.** This room



contains many glass-fronted shelves, a large sofa, a chair, and a square wooden table with a reading lamp on it. The books are a rare mix of giantkind/humanoid studies and elvish tomes bound in mithril silver. Many other books on combat, siege warfare, etc. can also be found here. An archway to the west leads to the trophy room.

**14P. Trophy Room.** A few ranger trophies line the walls of this room. They include: a matching axe and shield set similar to those found in Grog's tavern (room 1A); a chief orc's spear +1 and shield with the symbol of the Ghastly Tongue on it (a split orc skull lies nearby); many old adventuring maps of the surrounding area; a broken chest with an urn inside containing the ashes of a deceased thief friend; and, the heads and skulls of various other creatures who got a little too hungry at the wrong time. There is a secret door to the west that is opened when the orc shield is turned counter-clockwise.

**14Q. Secret Room.** This room is where Sidon stores most of his magical

gear. In addition to those items listed in room 14N, there are 1-4 random useful potions and two protection scrolls in here. The layer of dust on the floor can be useful in determining whether or not anyone has entered the room without Sidon's permission.

**14R. Cellar.** A door under the main staircase leads down into the cellar. There is nothing special about this room.

**14S. Stables.** Sidon's prize war horse, Tracker, is kept here. He has the stables all to himself, and Sidon and Raven take very good care of him.

**15. Mayor's House.** This house should be considered similar to Bearclaw Keep (area 14), except that the building is made of wood instead of stone, and the orientation of the rooms is different.

The town mayor, Winston Jacob, a crotchety old man, despises all newcomers (including the party) but really has no power in the town. Captain Bearclaw has more real authority, but the recent crime wave has brought more and more residents over to the mayor's

point of view. He has no relatives, having never married and outliving all others, and relies heavily on his servants for everything. Winston lives alone in the house, while the servants live in a small shack nearby. The DM should detail the servants, if necessary.

**Winston Jacob** (mayor): AC 10; MV 6"; due to age; zero level; hp 1; #AT nil; Dmg nil; S 6, I 16, W 17, D 9, C 12, Ch 14, Cm 14; AL LN. Winston is always in his home (usually sleeping) and comes out only to shop, meet people, and preside over important town meetings. He feels that he's given Captain Bearclaw ample time to prove Grog and company innocent, and he favors their expulsion from Dagger Rock at the upcoming town council meeting. His land is very valuable, and he possesses near-infinite credit at all town stores. The makeup and alignment of the party are critical in determining Winston's reaction to and cooperation with them. Although old and physically frail, he's still very intelligent, wise, and has excellent recall. He knows who owns what in the town and remembers the days when Yuri began to take control. He claims to be the only man in town to really know what Yuri was up to, but is now convinced that Yuri has straightened up under Captain Bearclaw's tight law-and-order stance.

**16. Andovan's General Store.** This general store, as most stores of its kind, is doing the best business in town. The prices are a bit lower than standard on food items, but much higher on special imported goods. The Andovan family lives in the rear half of this large, wooden building and keeps a watch on the premises every night.

**Berik Andovan** (shop owner): AC 9; MV 12"; F3; hp 22; #AT 1; Dmg by weapon type; S 18/56, I 12, W 10, D 15, C 15, Ch 14, Cm 16; AL LN; specialized in long sword. Berik was once a mercenary, fighting wars for people he didn't like and killing beings he couldn't care less about. Then he met Irena during a raid and single-handedly managed to save her town, repelling his own invading forces. He changed his attitude about law and chaos, and decided to settle down far away from wars and cities. He is very happy here, but a number of recent burglaries of his store have prompted him to always wear his long sword. He privately blames the newcomers for these crimes, but he is

first a businessman, and he cannot deny that Grog and his friends have put many gold pieces into his coffers since they arrived. Therefore, he usually keeps his opinions to himself. He can always be found near the store.

**Irena Andovan** (wife): AC 7; MV 12"; zero level; hp 3; #AT nil; Dmg nil; S 13, I 14, W 10, D 17, C 11, Ch 14, Cm 16; AL LN. Irena is the friendly, people-oriented side of the business. She can always be found at work in the store, and she's been known to give special prices to her friends, unbeknownst to her husband.

**Cristina Andovan** (teacher): AC 8; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type; S 12, I 16, W 13, D 16, C 14, Ch 16, Cm 17; AL LN. Twenty-year-old Cristina has started a small school for the few children in the town (area 10), and is doing a great job of increasing the overall literacy of the area. She's very pretty, and she is actively searching for a suitor — someone intelligent, attractive, honest, and willing to settle down (i.e., not likely an adventurer). She can usually be found in the schoolhouse during the day and here at night.

**Merik Andovan** (stockboy): AC 7; MV 12"; T0; hp 3; #AT nil; Dmg nil; S 9, I 13, W 10, D 17, C 12, Ch 14, Cm 14; AL CN. Merik is 12 years old and already has the reputation of town clown and general prankster. At first, most of the town's ills were blamed on him, but as the pranks became crimes, it was soon realized that this was something much more serious. Merik resents the accusations and most of the townspeople now, and spends a lot of his spare time (without his parents' consent) at Grog's. He likes to listen to the tales of high adventure and especially enjoys the types of mischief and deeds perpetrated regularly by thieves. As he has already learned some of the finer points of picking pockets from some of the best, he is likely to grow up to be a bit of a rogue himself someday. He knows for a fact that no one at Grog's is responsible for the crime wave and has even seen the half-orcs (room 1Y) sneaking around town at night, but it will be almost impossible to pry this information out of him because of his fear of what his father might say if he knew his son was hanging around with thieves.

The family keeps most of its money in the town bank, but there are numerous valuable rugs, tapestries, and knick-

knacks scattered about their home. A locked iron box, hidden in a secret compartment under Berik and Irena's bed, contains 400 pp and Berik's set of *chain mail* +1.

**17. Baker.** The DM should create a typical bakery, baker, and his family, if necessary.

**18. The Green Grape Wine and Spirits Shop.** This shop is owned by Yuri Kineron, but operated by Gretchen Marmin. There are three levels to the shop: the attic, the shop level, and the cellar.

**Attic:** Caela, the assistant cook at Grog's, rents a room here, under Yuri's instructions.

**Caela/Caelin "Fourfingers" Maelir** (cook/spy): AC 5; MV 12"; A3; hp 14; #AT 1; Dmg by weapon type; S 13, I 15, W 10, D 18, C 14, Ch 14, Cm 16; AL CE; *ring of protection* +1, *short sword* +1, and thieves' tools; SA poison and assassination. Caela is an assassin hired by Yuri to spy on Grog and the events transpiring at the tavern. She has orders to only observe for now but would prefer to slay the half-breeds outright. An observant character may notice that she possesses only four fingers on her left hand (she is missing the ring finger). If asked, she tells the interested party member that she lost her finger in a cooking accident a few years ago. Actually, her finger was removed as punishment for stealing a ring from a jewelry store when she was young. She is obviously quite dexterous in the kitchen, and a character who watches her cook may surmise that such an accident would be highly unlikely with her skills.

In her room, there's a small chest trapped with a poison needle on the lock (save vs. poison or suffer 1d10 hp damage). Inside the chest are 200 pp (payment from Yuri), a leather pouch, and a leather scroll case. The leather pouch contains a few pounds of what appears to be normal cured meat. It is, however, actually poisoned, and anyone or anything that eats even a small piece must save vs. poison or fall fast asleep for 2d6 turns. She uses this meat to get past the dogs in the cellar, in order to use the secret tunnels below. Unless the party possesses some kind of appropriate magic, only by tasting or with the aid of another assassin can the effects of the drug be determined. Caela always keeps

a few ounces of this meat in her possession along with her magical items. The scroll tube contains a piece of parchment with the following words: "To provide services as needed. Paid the sum of 200 platinum and to be paid an equal amount upon completion, plus expenses."

The note is not signed but does contain two sets of initials, "CM" and "YK," on the bottom. Although this provides the party with conclusive evidence linking Yuri and Caela, there is nothing inherently incriminating within the document. There are a number of things the payment could be for, including cooking, cleaning, or other legal services.

Caela can usually be found at Grog's during the evenings, but cannot be found in the mornings and afternoons. During these times, she is under the Dagger Rock Tavern (area 19) in Yuri's secret rooms, talking with his recent guests.

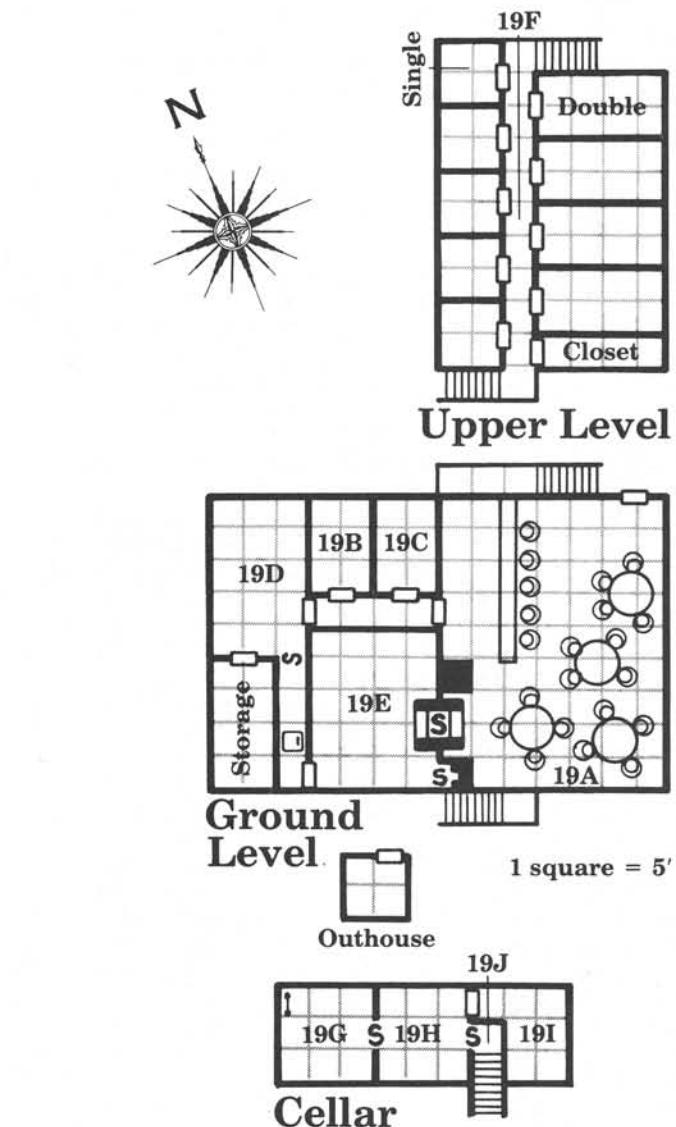
**Shop:** Behind the main shop area and the counter are the four rooms where Gretchen lives.

**Gretchen Marmin** (proprietor of the Green Grape): AC 10; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 13, I 10, W 10, D 11, C 9, Ch 14, Cm 11; AL N. Gretchen is a rather rotund woman in her late forties who has yet to find a man. Always looking, she's very friendly and a good businesswoman. Yuri actually owns the place, but she plans to buy it from him someday. She knows little about Caela except that she is quiet and always pays her bill on time and in full. Gretchen believes that Caela should "spend more time looking for a husband."

Gretchen's out-of-town connections allow her to purchase stock at such a low price that everyone in town orders their wines and ales from her (even Grog). There's a considerable sum deposited in the bank in her name. She charges 20% higher than the going rate to "foreigners," and 10% below to her regulars. Being a very sound sleeper, she has no idea that Caela leaves every night via the cellar. She doesn't know about the secret tunnels below.

**Cellar:** The wines are stored in the cellar below and are guarded by two large war dogs (AC 7; MV 12"; HD 2 + 2; hp 14, 11; #AT 1; Dmg 2-8; AL N). Gretchen has named these two ferocious animals Buttercup and Creampuff. They try to bite anyone who enters the

## DAGGER ROCK TAVERN



cellar except when accompanied by Gretchen. They first growl and snap for two rounds, then attack.

Unknown to Gretchen, but known to Caela, Yuri, and their cohorts, there is a secret door behind a wine rack. The door leads to the secret tunnel network below the town. It was put here when Yuri built the shop, and he has used it for switching bootleg wine and ale with quality goods, stealing from Gretchen's supplies, etc. It's now used primarily by Caela to go to and from Yuri's without arousing suspicion.

**19. The Dagger Rock Tavern.** (See the map shown above for interior details.) This establishment, owned and operated by Yuri Kineron, used to be the main attraction of Dagger Rock. The arrival of Grog and his friends have hurt both business and Kineron's reputation. He is responsible for the town's recent crime wave. The two elves hired by Yuri to aid him in his effort to drive out Grog are acting as servants in the tavern and pretend to stay in the servant's quarters (rooms 19B and 19C) while actually living below the tavern (room 19I).



**19A. Common Area.** This is the large, comfortable, main tavern area. There are tables and chairs everywhere, and a large bar area and fireplace to the west. A secret door in the fireplace leads to Yuri's private quarters (room 19E). The common room is average in all respects, and the prices have just been raised to 150% of the standard rate.

**19B-19C. Servants' Quarters.** These two rooms appear to be occupied, but a closer inspection reveals only the semblances of use. The chests and closets are empty. Yuri's guests, the elves (room 19I), claim to live here.

**19D. Meeting Room.** This large meeting room used to be the site of a weekly card game among Yuri's patrons, but Captain Bearclaw ended the illegal gambling, and now it is rarely used. A storeroom to the south contains extra tables, chairs, and packs of cards and dice. There is a secret passage to the south behind a secret door. At the end of the corridor, a trapdoor leads down to the cellar (room 19G), and a normal door leads to Yuri's room (19E).

**19E. Yuri's Room.** Secreted behind the fireplace and the meeting room is Yuri Kineron's private chamber. It is plushly decorated, but very few items of value remain, as he has pawned most of his wealth to finance the recent assault on Dagger Rock. There is nothing incriminating in the room. Some of his remaining wealth and his magical items (when not on his person) are kept in a secret vault behind the stone wall to the south of the fireplace. The treasures inside are three 400-gp rubies, a small golden dragon worth 250 gp, and 300 pp. His bank account is now empty, and records show that he has recently sold some of his property in the town.

**Yuri Kineron:** AC 6; MV 12"; T4; hp 21; #AT 1; Dmg by weapon type; S 14, I 16, W 13, D 16, C 15, Ch 14, Cm 17; AL LE; brooch of shielding (67 charges), dagger of throwing +2, ring of feather falling, thieves' tools, leather armor. Yuri's grandparents helped found the town of Dagger Rock, but his family moved away before he was born. He grew up in a distant city, where he became quite a proficient thief. Stealing the money to start in business, much the same as Grog did, he returned to become a "respectable businessman" and take over the town for himself.

He had purchased much of the land already and was tightening his hold on the position of town mayor when Sidon Bearclaw arrived. Some of Kineron's illegal ventures were halted, and the town became a bit more lawful. He has tried many times to get rid of Captain Bearclaw, and is responsible for setting the tragic church fire six years ago that killed Bearclaw's wife and injured many of the townspeople. After that, Yuri set out to undermine Bearclaw's authority and save money for the hiring of an assassin powerful enough to rid him of "the troublemaker." He was almost ready when Grog appeared.

Business dropped off, and now the captain had even more powerful allies in the town. Yuri plotted and planned, and eventually he got an idea of how to rid himself of both of his problems in one simple blow. By creating suspicion around Grog and his friends, and gathering public support against their presence, not only would he remove his competition from Dagger Rock, but he'd also cast doubt on Captain Bearclaw's reputation and effectiveness as a law-enforcement officer, while simultaneously promoting himself as a sincere

civic leader. Now, with only a week before the town council meeting, he is sure that Grog and Captain Bearclaw will be kicked out, and feels rather confident that all is under his control.

Yuri has many contacts within the town: Jim Aremsee, the town drunk and Yuri's personal rumor spreader (area 9); Caela, assistant cook at Grog's and an assassin hired by Yuri to spy for him (area 18); the recently hired elves who work in the tavern (area 19); Calvin Stonegrove, the cobbler (area 28); and Maxalo Stonethumb (area 23), a dwarf forced to help build the secret tunnels (area 31).

If he is asked about the recent events, Yuri expresses his dismay at the problems incurred by his rival, but makes it obvious that he's not completely disheartened by Grog's troubles. He'll warn the party about Ezmerelda, now a maid at Grog's, telling them that she was fired from his tavern for stealing. He claims that his business is still good because most people fear the strange half-breeds, but any surveillance of the tavern reveals that business is actually at a standstill. Yuri appears to be helpful, but the DM should provide the party with more rumors, etc., depending on circumstances.

**19F. Upper Level.** This level contains the rooms for rent — all empty at the moment. There are four double rooms, five single rooms, and a closet. Yuri now charges 150% the standard rate for the rooms, and they are typical for the campaign.

**19G. Cellar.** This cellar is apparently unremarkable, containing wines, kegs of ale, and some meats. But there's a secret door in the east wall that leads to the heart of the conspirators' base (rooms 19H-19J).

**19H. Secret Room.** This room always contains one large wooden table surrounded by six wooden chairs, a large parchment map of the tunnels (which hangs on the northern wall and also shows the proposed expansion under the bank, room 31C), and a lit torch in each corner of the room. There are two entrances to this room that the party can find. The secret door to the west is equally difficult to detect from either side.

Most likely, the PCs will locate the secret tunnels below the town and ex-

plore them until they arrived at the stone stairs leading up (areas 19J and 31A). They may also gain entry to the tavern and locate the secret trapdoor leading to the cellar and its secret door. Their chances of meeting or surprising the tavern's inhabitants here depend on the time and situation of the encounter.

If the tavern has closed up shop (usually after midnight), Yuri and his two elven hirelings are seated at the table, discussing future plans and gloating over their successes so far. Should the characters make a lot of noise searching the cellar or talk while climbing the stairs, there is little chance for them to surprise the villains. If, however, the PCs take adequate precautions and make an effort to enter quickly, they have better than average chances to defeat or capture the powerful conspirators without casualties to themselves. If heard by Yuri and the elves, they are ambushed by fully armed foes. The elf Aeoli will have her spells prepared, allowing the PCs little hope of escaping unscathed from the encounter.

This is likely to be the pivotal battle for the party. Should the villains be losing, they retreat. If the party entered through the cellar, Yuri calls for the town guard and presses charges for breaking and entering, assault, attempted murder, etc. If the party entered through the tunnels, Yuri and his minions are smart enough to return to the cellar, retrieve their possessions, and leave town as soon as possible.

If the party manages to gain entrance to this room during the daytime, it is unoccupied, but there is a 10% chance per turn that Yuri (40%) or the elves — Rinlin (25%) or Aeoli (35%) — show up in the cellar. Any loud noises made by the party below might alert those above (DM's discretion), since the tavern is usually quiet these days. If the characters leave any signs of a search or remove any items from here, Yuri and company gauge the success of the intrusion and decide whether to leave, tell the town guard that there's been another robbery, or attack the intruders quickly to insure their silence. Yuri's contacts in the town can determine which characters are responsible for the break-in and where they are currently staying.

**19I. Hireling Quarters.** In this secret underground chamber, Rinlin and Aeoli Felanira live during their stay in town.

These are the elves hired by Yuri to perpetrate the crime wave and cast the blame on Grog and his half-breed friends.

**Rinlin Felanira** (elven bartender/spy): AC 3; MV 12"; F2/T3; hp 16; #AT 1; Dmg by weapon type; S 17, I 14, W 11, D 18, C 14, Ch 13, Cm 13; AL CN; leather +1, dagger +1, potion of fire resistance, and thieves' tools.

**Aeoli Felanira** (elven waitress/cook/spy): AC 3; MV 12"; MU3/T3; hp 11 (15 with familiar); #AT 1; Dmg by weapon type; S 13, I 17, W 12, D 19, C 13, Ch 14, Cm 16; AL CN; leather armor; ring of protection +1, boots of elvenkind, and thieves' tools; spells carried are shocking grasp, magic missile, and scare; familiar cat named Shadow.

**Shadow** (male gray domestic cat): AC 6; MV 12"; HD 1/2; hp 4; #AT 2; Dmg 1-2/1; SA rear claws for 1-2; SD excellent night vision, superior hearing.

Rinlin and Aeoli are husband and wife high elves hired by Yuri to disrupt the town, undermine official authority, and make a few gold pieces in the bargain. Neither has ever liked half-ogres or half-orcs, or the law for that matter, and they are more than happy to cause trouble and get paid for it.

This room contains two normal beds (now placed side by side), a bureau, two large chests, and a large round table. The dresser contains their spare clothes and two spare sets of leather armor.

The first chest is locked but not trapped, and contains 10 assorted pieces of various (low-valued) jewelry and five gems (10 gp, 50 gp ( $\times 2$ ), 125 gp, and 200 gp). All of this treasure was recently stolen from the town and can be identified by the owners and Captain Bearclaw (who has a complete inventory). It is likely that a smart party will ask Bearclaw for details on the missing items. Recognition of the importance of this discovery should quickly wrap up the case.

The second chest is locked and has a *Leomund's trap* spell on it. Inside is Aeoli's spell book, any magical items that the elves are not currently wearing (DM's discretion), and a log book detailing some of their adventures together and the circumstances surrounding their current employment by Yuri. The evidence within the chests is enough to convict the Felaniras and Yuri, but not the others involved in the conspiracy.

Aeoli's spellbook contains the following spells: *read magic, write, find famili-*

*iar, shocking grasp, ventriloquism, magic missile, detect magic, detect invisibility, Leomund's trap, magic mouth, scare, and hold person.*

Aeoli and Rinlin are always found hard at work in the tavern during normal business hours. At night, they can be just about anywhere (see room 19H). Shadow always stays near Aeoli (by the fireplace during normal work hours, or patrolling ahead when secret missions are being performed).

**19J. Steps to Tunnels.** These stone steps lead down from room 19H to the secret tunnels (area 31A).

**20. Church and Graveyard.** This wooden building, surrounded by the burned remains of a once-larger building, is Dagger Rock's house of worship. Father Veril is helpful to all characters of neutral or good alignments.

**Hiram Veril** (town priest): AC 9; MV 12"; C3; hp 19; #AT 1; Dmg by weapon type; S 13, I 12, W 17, D 15, C 14, Ch 15, Cm 15; AL LG; spells carried are *bless, ceremony, command, cure light wounds, slow poison, detect life, and aid*. Hiram is responsible for the entire town's spiritual well-being, and makes no distinction between humans and others. He is sure that Grog is not responsible for the town's ills, but has been unable to convince anyone else. He longs for the day when he will be powerful enough in the eyes of his deity to receive spells capable of answering this mystery.

Hiram is convinced that the same forces responsible for the tragic fire that burned down the old church six years ago are also behind the recent crime wave. In that fire, which broke out just as he was beginning his studies, his father (the former head priest) and Maria Bearclaw (area 14N) died. There is no doubt that the fire was deliberately set, but most of the town blamed it on a "mysterious drifter" who passed through the town a few days before the tragedy. By now, it has all but been forgotten. Hiram tries to aid investigations as much as possible, but he is usually quite busy with his rituals and town crises, and is unable to join the party in any actual missions. He can provide healing and shelter, if necessary.

Behind the church is the town's graveyard. Unknown to any of the average townspeople or Father Veril, there's a

secret tunnel exit in one of the graves. In the southeast corner of the graveyard, among the normal ancestors of Dagger Rock's residents, stands a tombstone that reads "Jack Kineron: He deserved better." If the town records (available at the mayor's house, area 15) are searched, it is discovered that no one in Yuri's family was ever named Jack. This tombstone, if tilted backward, raises the secret trapdoor, covered in earth, that leads down into the tunnels below (area 31F). It can be detected as a secret door in the usual manner.

**21. Horsetrader Farm and Stables.** The horsetrader, a friend of Yuri, lives here. He hates the newcomers for taking away some of his business, since he used to provide stable service for Yuri's tavern (area 19), but is not involved in the conspiracy. If asked, he is able to tell the party that the half-orcs (Grunt and Brock, room 1U) know absolutely nothing about horses and "sure are stupid, like most of their kind."

**22. Bank.** This small stone building serves as the town's bank. The DM can add as much detail as necessary if the characters decide to make a deposit — or an unauthorized withdrawal.

**23. Mason.** Maxalo Stonethumb, a dwarven mason and architect, has been forced to help the criminals build their underground network of tunnels. He's been blackmailed by Yuri because he overcharged Captain Bearclaw for the construction of the town jail (area 11). If there's a dwarf in the party, and he or she manages to gain his trust, Maxalo tells them to "check the cobbler's farm" (area 19), and volunteers to give himself up to the guards and pay for his crime, after Yuri's gang is put in jail.

**24. Carpenter.** The carpenter is friendly with the dwarven mason next door. He's seen Maxalo Stonethumb leave his shop in the night, sometimes going north, sometimes headed south. The carpenter moved here after his old business in another town burned down. Business is good now that there are some new houses going up. He knows little about the crime wave.

**25. Clothier.** The clothier is particularly fond of Fist, who spends a lot of gold pieces here.

**26. Warehouse.** This is a large warehouse used by the NPCs of areas 21, 24, 27, and 28. They all have keys. Most of the goods stored here are in rough and unfinished form.

**27. Leather Goods.** Tom Stonegrove, the brother of the cobbler (area 28), is not involved in the conspiracy but shares his sibling's hatred of the newcomers.

**28. Cobbler Farm.** Calvin Stonegrove, the town cobbler, is an accomplice of Yuri. If the party thoroughly searches his farm, they find a wheelbarrow stained not with topsoil but with earth taken from deep below the ground (a druid, dwarf, or gnome can best determine this). The wheelbarrow tracks can be followed by anyone back to the stables, where they lead inside. Inside the stables, on the floor of one of the unused stalls, there's a secret trapdoor which leads down to the secret tunnels (area 31D). Calvin has been helping in the excavation of the tunnels in exchange for total ownership of his land and buildings. He is currently leasing his property from Yuri.

**29. Docks.** These old wooden docks are usually covered in green moss and playing children. The river is about 100 yards across here and is slow moving. Children usually swim to and from Dagger Rock (area 30) during the daytime. At night, there is nobody at the river.

**30. Dagger Rock.** In the center of the Silverfish River is a granite shelf which lies 6-12" below the water level. In the center of this shelf stands a 30'-tall giant granite dagger, apparently driven into the rock below it. The town is named for this odd stone structure, and there are many rumors about it, including buried treasure, giants, etc. Near the place where the giant dagger meets the stone shelf, is a 2'-long slit filled with slime. A dwarf can quickly recognize that the slit was carved and is not a natural occurrence.

If the iron dagger from area 8 is forcefully driven into the slot, a section of the stone begins to sink down into the shelf. The stone door reveals an eerie, green, submerged chamber inside the shelf, below the giant stone dagger. The DM should use the rules for swimming and holding one's breath found in the

*Dungeoneer's Survival Guide* to determine how much the party is able to accomplish past this point.

There is no light source in the chamber, but sunlight gives enough visibility to see the vague outlines of the room. A clerical *light* spell can be very effective here.

The chamber is roughly 20' × 20' and has no exit except that leading to the surface. It and the stone dagger above were created by a druid (using a *stone shape* spell) as a secret storage place for certain treasures and supplies. He died without ever returning to claim his goods; now, after many years, the party has discovered his secret. The chamber has always been underwater, and the walls and items are covered with a strange underwater algae capable of existing without light. Even though the algae contains no chlorophyll, it is still naturally colored green, and the entire room is so colored, regardless of the light source used by the curious adventurers. A character with the nonweapon proficiency of fungus identification has the usual chance to determine that the algae is harmless. Some of the items within are immune to the water's effect, but most were not.

The room contains three rotten wooden chests, a rotten leather sack, and a large, still-locked, rusty iron box. If the rotten containers are quickly or roughly handled, they fall apart completely, scattering their contents all over the bottom of the room. Most such items are then buried in dead algae, and the task of recovering them is made difficult unless the adventurers possess an adequate light source and sufficient time to search everywhere.

Inside the first wooden chest is a collection of 20 gems (50-gp base value). The second chest contains the remains of four rotten books, a wax-sealed scroll tube containing a *scroll of protection from nonmagical edged weapons*, and a small traveling spell book, wrapped in oilskin, containing six magic-user or illusionist spells (DM's choice). The third chest contains nothing but 200' of decayed rope, two rusted lanterns, and four unbroken flasks of oil. The leather sack holds a rusty iron necklace with a golden *ring of water walking* attached. The iron box is locked but not trapped, and can be forced open by a successful *bend bars* roll. Inside are three glass vials: a *potion of extra-healing*, a *philtre of beauty*, and a *potion of sweet water*.

The DM should provide as much mystery to these items as possible, and should make the party very nervous about exploring this area. If the dagger is removed, the secret door closes.

**31. Secret Tunnels.** Below the town of Dagger Rock, Yuri has connected a number of natural underground chambers with man-made tunnels to create a secret dungeon. Through this system of tunnels, he and the criminals he's hired have secret access to the many areas of the town (see page 64).

The western section is almost entirely man-made, while the rough tunnels to the east were created by a group of giant rats (area 31J). The man-made tunnels are 10' x 10' in cross section and are supported by wooden beams and braces at 10' intervals. The rat-tunnels are 5' feet in diameter and have no such bracing. See the *Dungeoneer's Survival Guide* for details on cave-ins and underground exploration.

**31A. Stairs to Dagger Rock Tavern.** The rough stone stairs here lead up to Yuri's secret cellar in the Dagger Rock Tavern (room 19J).

**31B. Ladder to The Green Grape.** A wooden ladder climbs up to a secret door in the cellar of The Green Grape Wine and Spirits Shop (area 18).

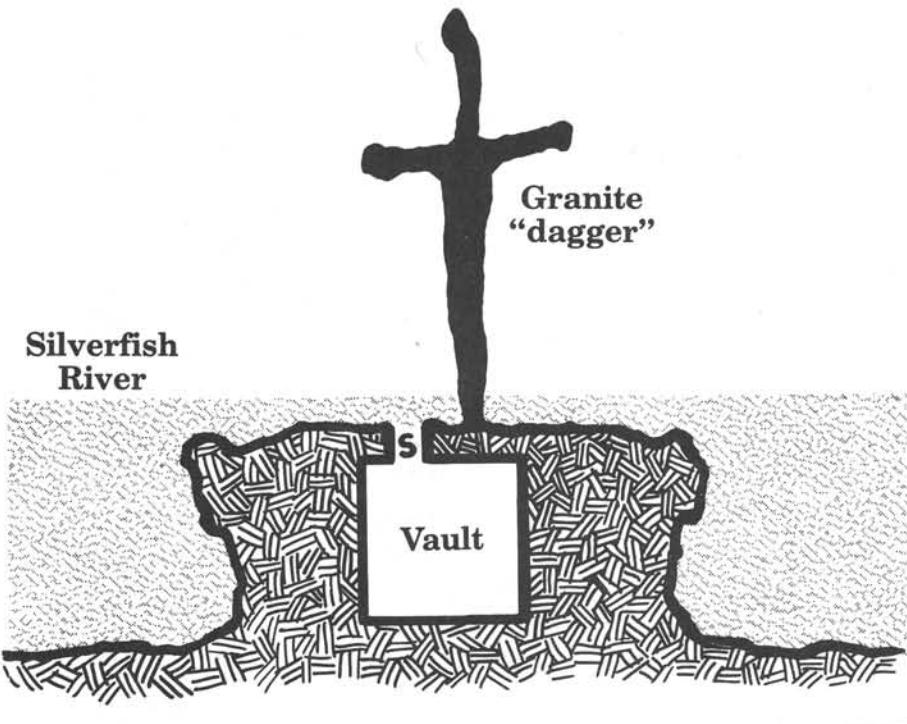
**31C. Side Tunnel Under the Bank.** A small side tunnel has just recently been begun here. Yuri plans to rob the bank above (area 22) after Grog and Captain Bearclaw have been dealt with.

**31D. Up to the Cobbler's Barn.** A heavy wooden ladder leads up into a stall in the cobbler's barn (area 28). There are five shovels here and numerous torches, used and unused.

**31E. Earth-Filled Chamber.** This large, natural chamber is choked with piles of freshly dug earth. Most of the excavated earth has been stored here.

**31F. Graveyard Exit.** Leading up to the secret grave door (area 20), is a small wooden ladder. Numerous human bones lie at the characters' feet. DM's option: If the party is whining for some combat and experience points, throw in a few of the town's ancestors (i.e., skeletons) who are irate over the disturbance of their eternal rest.

## DAGGER ROCK



**31G. Earthen Chamber.** This large, natural chamber has also been filled with excavated earth (see area 31E). If the DM has opted to use the jailbreak (see area 11F) and the party is arriving after its occurrence, the escaped murderer is camped out here.

**31H. Wooden Blockages.** At these two points, just into the smaller rat tunnels, the way is blocked by man-made wooden grates. There are no signs to warn off the curious. They were built to keep the giant rats (area 31J) out of the rest of the tunnels.

**31I. Up to Grog's Well.** A very small tunnel slants upward to a secret door in Grog's well (see room 1J).

**31J. Rat Den.** Underneath the mill silo (area 5) is a nest of six very plump rats (AC 7; MV 12"/6"; HD 1/2; hp 3 ea.; #AT 1; Dmg 1-3; SA 5% chance to cause disease per wound inflicted). The rats have a special underwater tunnel to the north (remember that rats are very capable swimmers and fighters), which they use should things go badly for them. The DM may also use this tunnel

to add more rats during the battle if six is too few to be a challenge. Scattered in the rats' nests are a total of 567 sp.

**31K. Rat Exit.** The rats enter and leave the tunnels through a grass-covered hole near the southern edge of town. It can be discovered with the same chances to find a concealed door.

### Concluding the Quest

Since the town is almost fully complete, the party may desire to make it a home base of operations. The characters will be welcome, and a house can be built with a little investment by the party. The business interests in town will be glad to have new sources of income and built-in protectors as well. Since any captured conspirators must be taken to a nearby city for trial, the party may wish to make sure that they get there and face justice. There might be friends elsewhere who will try to free the criminals, or they might attempt a jailbreak while still in the town jail. The party will probably have to testify also, in order for the case to be airtight.

## UNDERGROUND TUNNELS

