

FOR CHARACTERS LEVELS 1-3

B1 THE ROGUE KNIGHT



BI THE ROGUE KNIGHT

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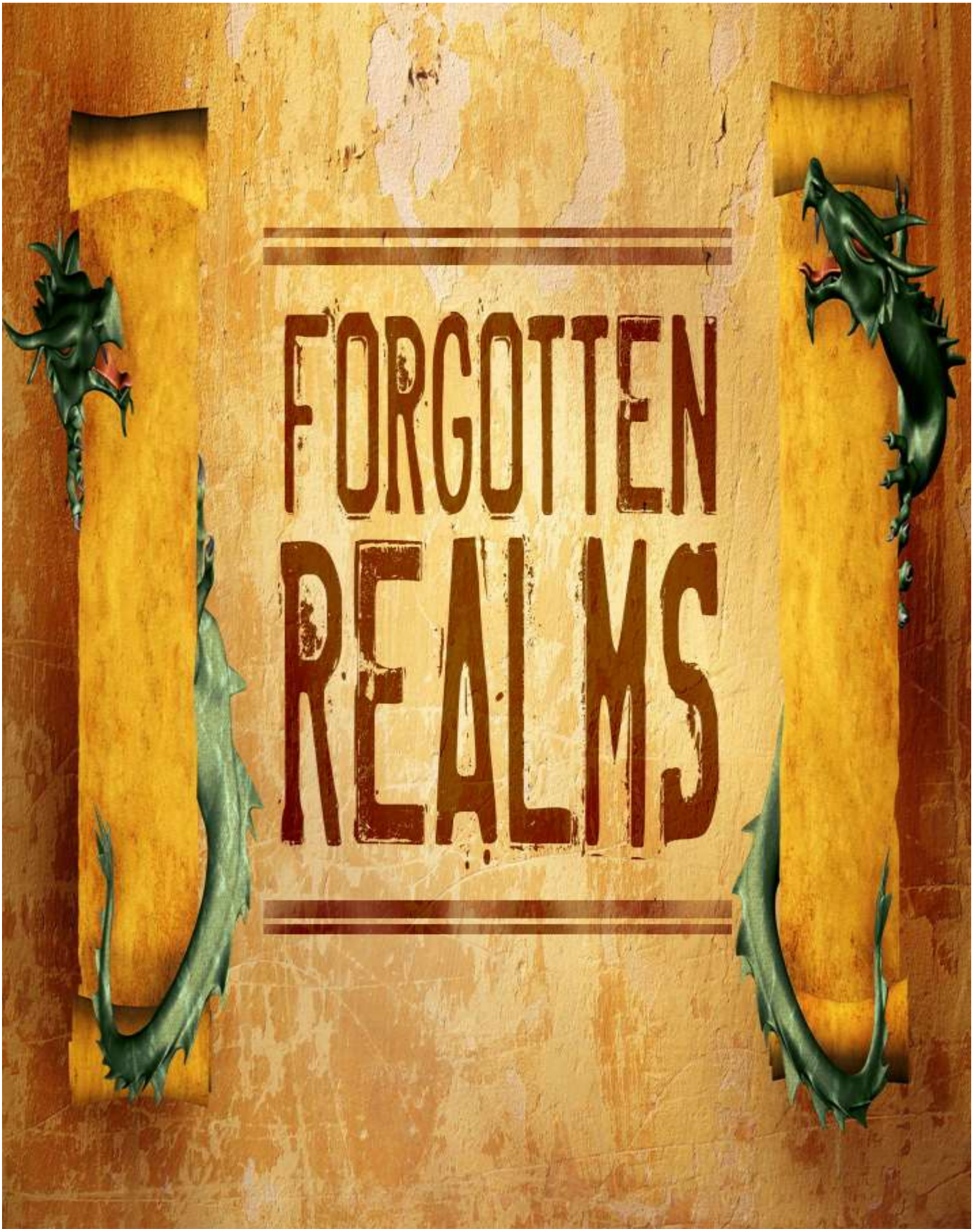


A scroll is unrolled on a dark, textured wooden surface. The scroll is made of aged, yellowish parchment with some faint, illegible markings. The text 'WE CAN BE HEROES' is written in a large, dark red, serif font. The word 'BE' is smaller and centered between two horizontal lines. Below the text is a detailed illustration of a dragon with green scales and a golden eagle perched on its back. The dragon is shown in profile, facing right, with its wings partially spread. The scroll is held in place by two wooden rollers, one at the top and one at the bottom.

WE CAN
— BE —
HEROES

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THE VILLAGE OF DAGGERFORD

The peaceful town of Daggerford is found on the Sword Coast. This small walled town is ruled by the local duchess, Lady Morwen Daggerford. Her brother, Duke Maldwyn, was the former leader. From day-to-day the Council of the Guilds actually runs the settlement. This organization is made up of the leaders of the various trade groups. The town is seen as a shining light in a dark time. Smaller settlements in the area see Daggerford as their protector. A sturdy stone wall surrounds the settlement. The keep of Lady Morwen can be seen from anywhere in Daggerford. Ducal Castle also has a high wall and is capable of withstanding a lengthy siege. Gates can be found on the north, south, and east ends of the community. To protect Daggerford the leader can call upon the local militia. However, the militia is away at this time and town guards are the only military force. The town guards collect a small toll from anyone who enters. The neighbouring Fields of Wyld are home to all the farms that provide food and other resources for the city.

If one was looking for a rowdy tavern, the best bet would be The Shining River Inn. It is owned by the wealthy Magnus family. On the other end of the scale is the Lizzard's Gizzard. The Hardcheese Strongheart halflings also own a number of businesses in Daggerford. The wealthiest nobles in town are the Worthingtons. However, they are not impressed with Lady Daggerford and hope for a change in leadership. There are a few temples in town: for Chauntea, Eldath, Sunne, and Tempus. Shadowy agents of the infamous Zhentarium are hidden amongst the populace. The Harpers are active in the settlement as well.

The nearby hills are beautiful, but bands of evil humanoids can also be found there. It's not unusual to run into orcs and goblins in these areas. Many merchants form convoys when they travel to Waterdeep or Baldur's Gate. However, these groups of wagons are almost always accompanied by armed guards.

- Ducal Castle. The building is on a hill and looks down on the rest of the town. It is a large stone building with three levels. A high wall surrounds the entire structure. Lady Morwen makes her home here. Town guards are stationed here to protect the leader.
- Riverside Market. Just inside the main gate is a large open market. Foodstuffs, potion ingredients, spell components, clothes, fresh fish, and jewels are some of the items for sale.

Population: 1200 (mostly humans, a few other races)

Government: Absolute monarchy

Leader: Lady Morwen Daggerford (human female, **2nd level fighter**, LG)

Resources: armor, fish, foodstuffs, gems, hirelings, potion ingredients, weapons

Guard: 30 Town **guards**, 20 horses, 100 local militia (**guards/out of town at the moment**)

Fortifications: a stone wall surrounds the city

Prison: Criminals are taken to Baldur's Gate

Factions: the Harpers, Knights of the Unicorn, the Zhentarium

Temples: Chauntea, Eldath, Sunne, Tempus

Daggerford & Misty Forest Map locations on page 6 and 24

A – Daggerford

B – Misty Forest

C – The High Moor

D – Settlement of Secomber

MAP OF DAGGERFORD AND MISTY FOREST



B1 THE ROGUE KNIGHT

This module is set in the Forgotten Realms campaign setting. However, it could be located anywhere and the adventure could easily work with other fantasy RPG systems. See Cawood Publishing's website for more adventures, campaign settings, and Dungeon Master handbooks: www.worldofmyrr.com

The Adventure

This adventure takes place in the town of Daggerford and the surrounding area. Players will meet with the local steward and find out their services are needed. Then the party will head off into the wilderness and the Misty Forest. Eventually the party will return to Daggerford.

Notes for the Game Master

This module is part mystery, part wilderness adventure, and part urban adventure. It starts out as a straight forward request for help from the leadership of a small town. Then the party must track a rogue knight to the Misty Forest. After several wilderness encounters the heroes meet the rogue knight. This is the turning point in the story as the party realize they have been lied to. The rogue knight is a hero, not a villain. Daggerford is in danger, most of the settlement is occupied by a dangerous gang of orcs. They have taken the place of the town guards and wear full helmets to hide their faces. The party must join forces with the knight and return to the town to save the day.

ADVENTURERS NEEDED!

Your band of adventurers have responded to a notice you found in one of the markets in the small town of Daggerford.

The party could make the Sword Coast their home, or arrive on the scene as newcomers.

Here is the notice:

Wanted: Brave adventurers to help Lady Morwen Daggerford. Meet me at Riverside Market. I'll be the bald man wearing fine clothes.

-Pence

(see the Daggerford and Misty Forest map, page 6/A is the location of the town, #1 is first encounter)



Encounters

1. Meeting the Steward in the Market

The market is quite busy when your party arrives. Numerous carts and stalls are doing a thriving business. Fresh produce from the nearby fields make up the bulk of the sales in the market. There are a few other items on sale as well. Almost everyone is dressed poorly so it's easy to notice a well-dressed, slender man. He sees your party and heads over immediately. "Welcome to Daggerford, my name is Pence" he says brightly.

Pence says he's the steward for Lady Morwen Daggerford, the town's leader. Pence offers the party 250gp for their services, which he'll pay after the task is completed. The steward wants a rogue knight returned to the town. A few Knights of the Unicorn had arrived to help deal with some local problems. One of the knights went rogue, killed several innocents and left town, Pence explains the town's guard are busy with other matters at the moment and the militia are training in Baldur's Gate. However,

this is not the steward of Lady Morwen, it is Silas the doppelganger (See NPC section). He and his gang of orcs have secretly taken over the town! Pence wants the knight dead and is using the party to track the warrior down.

On the Road

The party leave Daggerford and follow the tracks of the knight's horse to the main road, the Trade Way. See the map on page 24. The tracks then lead south towards the Misty Forest.

2. Bluebottle the Gnome

Just ahead of you a wagon approaches on the main road. The covered wagon is being pulled by two weary horses and the driver is a fat gnome.

This is Bluebottle, a local merchant (**commoner, CN**) on his way home to Daggerford. He sells clothes and has a wide selection from regular to fine clothing. Bluebottle wants to get to town as soon as possible as he's meeting up with his new wife. He will try to rush through any purchase or discussion with the PCs.

3. Ilmater Matters

Your party approach a procession of people heading south. The lead person is wearing a vest of coarse fur, while the others wear simple clothes. They appear to be traveling light and carry few possessions.

An **acolyte (N)** of Ilmater is taking twenty pilgrims (**commoners, N**) to the temple in Baldur's Gate. They are going to help the poor in the southern city. Brother Frederick Fross will preach Ilmater's teachings about making sacrifices for others, especially those in need. He will also ask for a donation to take to the temple in Baldur's Gate.

The Misty Forest

The woods fill your lungs with fresh air and rejuvenate the party. Tall evergreens and the earthy brown forest floor dominate the scene. Songs from small birds echo through the lush trees. Your group take in the beauty of the forest.

These woods are usually quite peaceful as wood elves patrol their territory on a regular basis. However, times are changing, Silas' gang have their riverboat hidden here and there are a few other dangers to avoid. See the map on page 25. There are forest encounters on pages 19 and 21, and an optional Forest Chase table on page 23.

4. Brown Bear

A few feet off the trail a brown bear sharpens its claws on the trunk of a tree. It sniffs the forest air and turns to face you.

This encounter with the **brown bear** can go a number of ways. The beast will charge the party if they don't turn around and leave the area. The PCs could choose to subdue the bear as well.

5. Mushroom Maniac

All of sudden, a bugbear comes dancing down the forest trail. "Tra, la, la, la!" sings the large, orange-skinned humanoid. As the creature dances along, it trails a yellow streamer through the air behind it. In its other hand is a heavy morningstar.

The **bugbear** has eaten a number of hallucinogenic mushrooms and is not in his right mind. He'll ask the party if they would like to eat some mushrooms. If a PC ingests any of the magic mushrooms, roll on the Short-Term Madness chart on page 259 in the Dungeon Master's Guide. This effect lasts for 1d10 minutes. The humanoid will attack if the players refuse to eat any mushrooms.

6. Down by the River

To the side of the trail you see a river and notice a long riverboat. The vessel is tied to a nearby tree and partially covered by tree branches. Then you see two gray-skinned humanoids on the boat's deck. Orcs!

The riverboat is home to Silas' gang. Most of the gang are in Daggerford, a couple of them have been left behind to guard the boat. These two **orcs** are on the deck, near a covered cabin. The evil humanoids are armed with longswords and clad in leather armor.

The other two missing Knights of the Unicorn are here as well. Well, their bodies are... They were killed by the gang when they killed the town guards in Daggerford and took their places. If the party searches the cabin of the riverboat and they succeed on a DC11 Intelligence (Investigation) check they find a wooden chest holding a *potion of healing*, 2 longswords, a shortbow, and 20 arrows.

7. The Guardians of the Woods

The leaves rustle around you in the dense wood. Half a dozen wood elves in green leather armor slowly emerge on either side of the forest trail. Their longbows are trained on your party. "What business have you in the Misty Forest," questions one of the wood elves.

The dozen wood elves (**scouts**) are not too pleased when anyone intrudes into the Misty Forest. If the party explains they are pursuing a criminal or they're with Jade Everwood, the elves will let the heroes pass through the forest. However, they will be ordered to stay on the trail and to leave the wild animals alone. If the party disagrees they will be forcibly removed by the wood elves. They will call for reinforcements if they need them.

If the heroes end up in a conflict with the wood elves, you can add this encounter: Not long after the party run into the elves another elf arrives. He is a famous gold elf named Sir Darfin Flosin (See NPC section). This gold elf will help negotiate a peaceful resolution. The wood elves would have heard of this well-known character. Then Darfin will ask the party to help him regain his position as an advisor to Lady Morwen in Daggerford.

8. Smiling Satyr

The sound of pipes carries to your ears and you notice a half-man/half-goat relaxing on an old tree stump. He smiles as he sees your party of adventurers. The male creature is very handsome and seems to blend into the beautiful surroundings. "Well...well...well," says the creature casually.

This **satyr**, Caleb (CN), will attempt to charm the party. He will be especially interested in any female members of the party. Caleb has tired of these woods and wants to join a group of adventurers. He will use his guile to convince the party to let him tag along.

9. The Rogue Knight

Standing in the clearing is a knight wearing badly damaged silver chain mail and a full helmet. A healthy looking chestnut-colored horse stands nearby. The warrior slowly takes off the helmet and beautiful brown hair flows out! The knight is a pretty young woman! "Who are you?" she asks.

The rogue knight is actually a ranger named Jade Everwood (see NPC section). The young woman is a Knight of the Unicorn who had been sent to Daggerford. She explains the troubling situation. Daggerford has been infiltrated by a gang of orcs. All the town guards have been killed and orc faces hide behind the full helmets. Jade escaped and attempted to meet up with some old friends. However, it seems her old friends have left the woods. Jade insists the party must join her and return to save Daggerford. After the party talk with her she goes behind a tree and changes into leather armor and looks much more like a ranger than before.

10. Caught in a Web

You notice thick spider webs are on either side of the trail. Suddenly, giant wolf spiders descend from the trees in front of you and behind you. They quickly advance with their pincers snapping menacingly.

These two **giant wolf spiders** attack with **advantage** after surprising the heroes. If a PC succeeds on a DC12 Intelligence (Investigation) check they find a few items in the spiders' webs. Stuck into the webs are a *potion of climbing* and +1 *dagger*,

JADE EVERWOOD



THE TOWN OF DAGGERFORD

Town maps are on pages 25-34. The Daggerford locations chart is on page 26. See the Encounters section on pages 20-21 for random encounters in the town.

After returning to Daggerford, Jade Everwood and the PCs will attempt to enter the town quietly. The ranger says she knows a way into the settlement. However, it will only work if the party enter under the cover of darkness. Jade says the orcs' darkvision won't be of much use as they are carrying the town guards' torches.

The gang of orcs have taken up positions at the gates and the watchtowers.

Jade Everwood leads you from the river over to the moat surrounding Daggerford. A couple of orcs in full armor stand at the nearby gate with torches.

A. Secret Entrance

Jade shows the party the way across the moat surrounding the town. A log has been laid over the moat to enable one person to walk across to the town wall. The ranger goes first and presses against a stone panel in the wall. A section of the wall opens and Jade enters.

This secret entrance hasn't been found by Silas' gang. The only people aware of the entrance are Lady Daggerford and the Knights of the Unicorn.

B. An Ally at the Stables

As you make your way into the town, you see a torch lit outside a building in front of you. Jade urges you to enter the building. As you get closer, you see the structure is a stable. The earthy smell of horses is strong.

Jade's friend, a middle-aged woman named Hannah, is here. The two got to know each other when Hannah looked after the knight's horse during her stay in Daggerford. Hannah cleans the stables late at night. She is a **commoner** (LG), and knows about the orcs. Hannah suggests that everyone go to the River Shining Inn and Tavern to speak to a friend of hers to find out what's happening in the town.

C. River Shining Inn and Tavern

An open tavern area greets you as you enter the building. It is indeed both a tavern and inn with rooms upstairs. Several peasants are arguing loudly with each other.

These two patrons pick a fight with the PCs and attack without warning. The **thugs** (CE) are violent and are armed with shortswords. Many of the patrons have been bullied by these two men and will stay out of the fight.

Hannah's friend, a grouchy dwarf named Dunkle (**commoner**, LG), suggests you go see the Hardcheese halflings at the Happy Cow Tavern. See the inn maps on pages 27-28 and more info in the Inns and Taverns section.

D. Happy Cow Tavern

This place is packed with locals enjoying themselves. The establishment is busy with customers arriving for well-cooked meals. Pipe smoke floats above the tables.

The business is owned and operated by the Hardcheese halfling family. They also own the local general store. Fifteen locals, **commoners**, are already being served. The owner's wife, Oma Hardcheese (**commoner**, LN), tells the party they should go and see her husband Mardy at the market. See map of the tavern on page 29 and more info in the Inns and Taverns section.

E. Riverside Market

You return to the market and find many merchants selling their wares. The strong scent of wood smoke is in the air. You spot a portly halfling selling pies, and an orc on a worg!

There are a number of stalls selling goods here. Foodstuffs, fish, spell components, potion ingredients, clothing, and jewels are all for sale. Mardy Hardcheese is manning a stall and will quietly tell the party that the Worthington nobles let some orcs into their manor (see location on page 26).

A couple of teens (**commoners**) attempt to pickpocket the party members. A PC with a successful DC12 Wisdom (Perception) check will notice the pickpockets. One of Silas' **orcs** patrols the area riding on a **worg**. It wears a helm and chain mail

to cover its features. The orc will not interfere with anything that goes on in the market. It will shake its head and remain silent if anyone talks to it.

F. Worthington Manor

The well-built stone manor is brownish-red in color and stands two stories high. It looks up to the east at Ducal Castle, the home of Lady Morwen Daggerford.

This manor is being used as a staging area by Silas' gang. The Worthingtons are not fans of Lady Daggerford and see this as the perfect opportunity to get rid of her. They have let some of the orcs use their home and are helping the gang enter the castle to kill the town's leader. Jasper Worthington is the head of the household and has met Silas, when he was disguised as a half-orc. Jasper has no idea a doppelganger is behind the plot. This rich family have always felt they deserved more than life has given them.

F1. Entrance

You discover a beautiful entrance area as you enter Worthington Manor. The checkerboard marble floor shines brightly. An elegant wooden door faces you.

The servant who is usually here is at the market.

F2. Dining Area

Two finely carved wooden tables sit in the center of this chamber. Delicious smells come from the door at the other side of the room. A striking painting of the Misty Forest is on display on the left wall.

This dining area is filled with beautiful items. The furniture is valuable (10gp), and the painting could fetch some gold as well (25gp).

F3. Kitchen

Two of the orcs are indulging in the Worthingtons' food. They are standing at a table eating smoked salmon and a wheel of cheese, while drinking up delicious squash soup. Their greataxes are propped up near the doorway.

This kitchen was full of food. However, these two orcs have eaten most of it. Two of the barrels are

filled with water. The other barrel is full of Moor Mead. This is a good quality mead known to be sold in many of the taverns in Baldur's Gate.

F4. Storeroom

This room is clearly used for storage. Several wooden barrels sit here. Suddenly, you hear a scratching noise. Something is making sounds in the back of the room.

This simple chamber is occupied by four **giant rats**. They are hiding behind the barrels. The Worthingtons asked the orcs to get rid of the creatures but the humanoids have ignored the request.

F5. Servants Quarters

This chamber is obviously one of the living quarters. Three simple beds fill this room. A young man is sleeping in one of the beds.

This chamber is home to the three servants who look after the house. Kelso is the servant (**commoner**, NE) sleeping here, he cleans the house and helps the cook. The other two servants are at the market during the day or out for a walk around town at night. Kelso is scared of his employers and will refuse to help the party. There is nothing of value here.

F6. Stairway

The door is partially open and a flight of stairs is partially visible.

An **orc** is hiding behind the door. It is guarding the way to the upper level. The evil humanoid is armed with a shortsword.

F7. Hallway

This area is lined with portraits of the noble family.

These paintings are portraits of the family members who currently live in the manor: Jasper, Kate, Chastity, and Kyle Worthington. They are of good quality and could be sold for 15gp each. A PC with a successful DC11 Wisdom (Perception) check will spot a shadow in Kyle's portrait.

F8. Bathing Area

This room contains a large stone basin filled with steaming hot water.

This room is used by the Worthingtons as a bathing area. Chastity accidentally dropped a *moonstone* in the bath before she left for Baldur's Gate.

F9. Small Bedchamber I

You find a nicely furnished room with a carved wooden bed and an iron chest.

This chamber is used by Kyle Worthington. He agreed to help Silas' gang enter Ducal Castle. Kyle is currently with the gang in the castle. A **shadow** is hiding under the bed and will attack any intruders. The iron chest is trapped, a blade will shoot out and cut someone (1d6 piercing damage). A PC with a successful DC 14 Intelligence (Investigation) check will discover the trap (1d6 damage). Inside the chest are *10gp* and three *+1 arrows*.

F10. Small Bedchamber II

A strong smell of perfume fills a beautifully decorated bedroom.

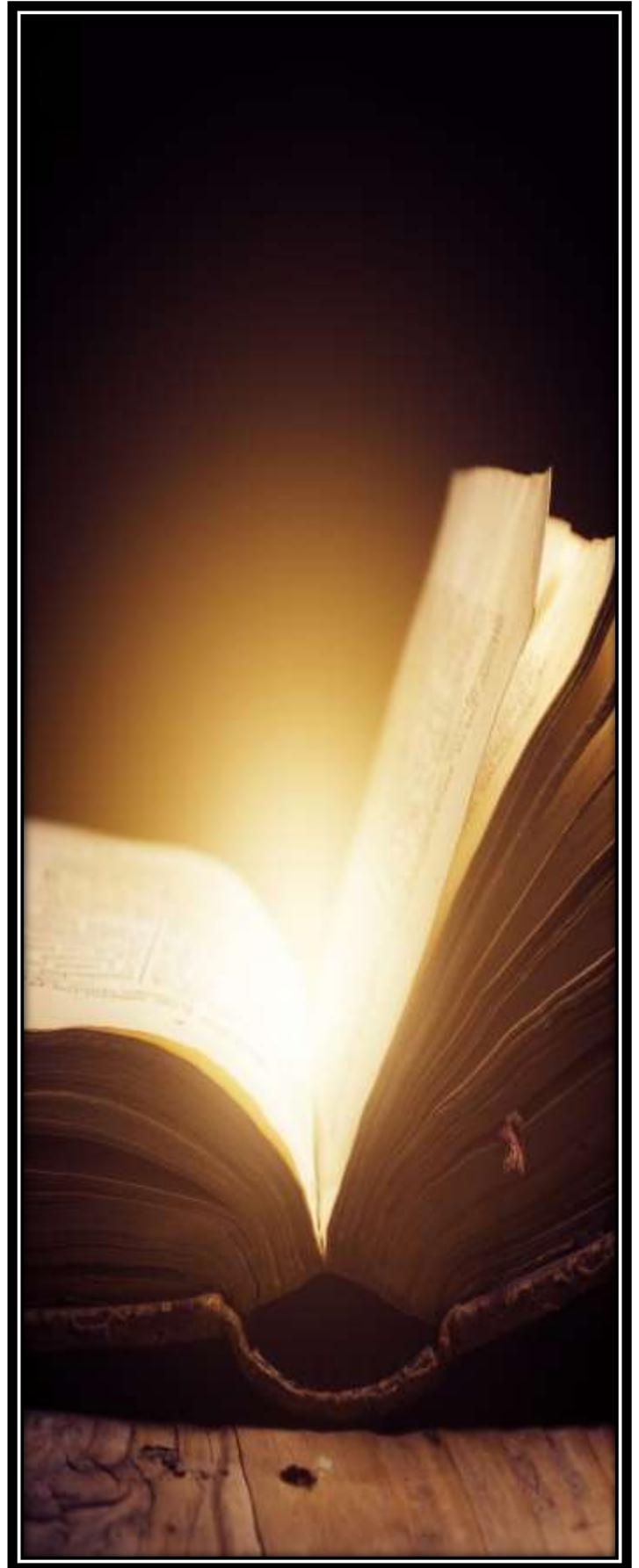
Chastity Worthington usually uses this bedchamber. However, the young noble is currently visiting friends in Baldur's Gate. Her wooden chest contains *15cp*, *10gp*, and two pieces of *turquoise* (25gp each).

F11. Master Bedchamber

The door is locked. When you open the door you see a trio of orcs searching a well-furnished bedroom.

Jasper and Kate Worthington usually reside here. However, the married couple are at the castle now. They have separate beds in here, as Kate has had enough of her husbands' snoring.

Three **orcs** are in here and are just about to open the chest. They are armed with longswords. The locked chest is trapped, a DC13 Intelligence (Investigation) check will discover the gas trap (1d8 poison damage in a 10ft. radius). Inside the chest are *25gp*, a *potion of healing* and *boots of speed*.



G. The Ducal Castle (maps on page 32 and 34)

Looking down at the rest of the town is a small castle resting upon a hill. A high stone wall surrounds Ducal Castle. Two heavily armed guards stand at the gates.

The guards wear full helmets and are actually more **orcs** from Silas' gang. They are armed with longswords and shortbows. Most of the gang have already entered the castle and are hunting down Lady Daggerford. They dumped all the bodies of the town guards in the nearby river. Some of the orcs are at Worthington Manor and few are at the gates and watchtowers.

G1. Entrance Area

Inside the main doors are two gray-skinned humanoids. They stand facing forward with two large, shiny greataxes.

These two **orcs** are guarding the entrance as the rest of the gang search the castle for Lady Morwen Daggerford. The evil humanoids both carry *5cp*.

G2. North Guard Post

Light shines from three flaming braziers. This area is guarded by two more gray orcs. They appear to be watching the door to the entrance area and the stairs.

These **orcs** wield greataxes. They are guarding the area until the other gang members find Lady Daggerford. They are starving and can be bribed with food.

G3. South Guard Post

Braziers and torches light up this area. Stairs to the next level are in the southern corner.

This area is patrolled by an **orc** holding a greataxe. It is hiding behind the pillar by the stairs.

G4. Parade Ground/Courtyard

This area lies at the center of the castle. It is a large open space. Two worgs are tied up here on wooden stakes. They stamp their feet on the ground and snarl at you.

These two **worgs** are hungry and ready for a meal! These monsters will break free and attack anyone who isn't part of Silas' gang.

G5. Formal Dining Area

The door is partially open. When the party enters you find a gorgeous dining room. A long, dark wooded table is set for eighteen diners. On the north wall is a large portrait of a noble in plate armor. The room smells strongly of perfume and wine.

The painting is a depiction of the former duke, Duke Maldwyn (worth 15gp). A cask of tasty Faern Wine sits next to the dining table. If a PC succeeds on a DC13 Intelligence (Investigation) check they will discover a pair of engraved bone dice (25gp) hidden next to a dinner plate.

G6. Regular Dining Area

Three large tables fill most of this dining area. Fluttering torches illuminate the scene. Large Paintings of the castle are hung throughout the area. There are places set for a dozen people. The strong smell of wood smoke is in the air.

This is the usual dining area for Lady Daggerford, her family, and friends. If a PC succeeds on a DC12 Wisdom (Perception) check they will notice one of the paintings isn't flush against the wall. Two **crawling claws** have scratched their way out of the wall. They are the remnants of a nasty villain who was sealed up in the walls of the castle. These strange creatures will attack if a PC notices them. The four paintings are worth 10gp each.

G7. Kitchen

This room contains tables, medium-sized wooden casks, and two large barrels. The strong smell of ginger fills the air. A white-haired old man is chopping herbs and vegetables at one of the tables as you enter. He looks up and bellows, “Who are you?! Get out of my kitchen!” “No soup! No soup for anyone!”

This room is the castle’s kitchen. Yanni is the cook (**commoner**, N), and will attempt to chase the party out of his work space. He is making a large portion of ginger carrot soup. One of the large barrels contains salt, the other has flour. The smaller casks are full of water, apples, potatoes, carrots, and dried meat.

G8. Storeroom

This space is full of a dozen wooden barrels. Dirty cobwebs hang from the stone ceiling.

To withstand a lengthy siege, a supply of extra food is always on hand. This chamber is also home to a patch of **green slime**. It is sitting on the ceiling waiting to drop on anyone who enters the room. Players who make a DC 11 Wisdom (Perception) check can see it. The barrels contains salt, flour, apples, dried fruit, dried meat, and water.

G9. Chapel

The light in this space is dimmer than other areas. A group of wooden pews face a stone statue. You feel the presence of something holy.

The orcs get a good feeling from this room but they’re not sure why. A DC12 Wisdom (Religion) check will discern that the statue is a representation of Tempus.

G10. Guard Post

A grinning orc stands by the stairs with a longsword.

The **orc** knows that Lady Daggerford has been cornered on the third floor and the battle is almost over.

G11. Officers’ Quarters

This chamber is filled with four comfortable beds. Ten spears are propped up against the walls.

This chamber is 10 ft. by 60 ft. This is the quarters for the officers in the town guard. The officers have all been killed by Silas’ gang and dumped in the river with the other guards. Two longswords and two shortbows are hidden under the beds.

G12. Barracks

There are five simple beds in this room. Two suits of leather armor are hung up on the wall.

This chamber is 40 ft. by 20 ft. These are the quarters for the regular town guard. They have all been killed by Silas’ gang.

G13. Armory

Hidden behind the secret door is a room full of armor and weapons.

A successful DC12 Intelligence (Investigation) check will be needed to find this secret door. Stored in here are three suits of chain mail, four suits of leather armor, four longswords, three longbows, and one hundred arrows. The orcs have not discovered this hidden armory.

G14. Guard Post

You enter an open area lit by a large brazier. Two orcs are playing a loud game of cards, grunting loudly at each other.

The two **orcs** are enraged at each other and ready to kill. They are both armed with longswords and a fight will start if the PCs don’t intervene.

G15. Guard Room

Through the open doorway you see two wooden tables in a small room.

This space is usually used by the town guards to relax and eat meals. The main kitchen sends food here.

G16. Guard Post

Two grumbling orcs are stationed here.

The guard post is manned by **orcs** with longswords. They want to loot the entire town and have grown weary sneaking around. They want blood! Two quivers full of fifteen arrows each are propped up against the wall. They were left here by the town guards.

G17. Guest Chamber I

This room is furnished with a comfortable bed and an old wooden chest.

This room is used by guests of Lady Morwen. The chest contains a set of fine clothes, a traveling cloak, a heavy crossbow, and a dozen crossbow bolts.

G18. Guest Chamber II

After opening the door, you see a room with a medium-sized bed and iron chest.

This chamber is another room used by guests of Lady Daggerford. The iron chest contains a set of fine clothes and a mace.

G19. Upper Hall

Large plants and stone pillars line the hallway. An orc riding a worg is at the far end of the hall. The beast sees your party and charges.

The **orc** sitting astride the **worg** charges at anyone who enters this area.

G20. Bathing Area

The unlocked door leads into a bathing area. Two large stone basins are filled with water, and one has a young man!

This chamber is used for bathing by the nobles who live in the castle. The water is from the nearby river. Kyle Worthington (**noble**, NE) is relaxing here.

G21. Guest Quarters

Two well-dressed people are sitting on one of the three beds in this room. They look up and say, "Oh thank goodness you've come! There are orcs everywhere!"

This chamber is occupied by Jasper and Kate Worthington (see NPC section). They are plotting their next step after the orcs have killed Lady Daggerford. Thinking quickly, they've decided to pretend they are nobles who live in the castle.

G22. Steward's Quarters

The door opens to a well-furnished chamber. You see a gray-haired man lying motionless on the bed.

The party recognize this man as Pence, the steward. Silas poisoned him at the Lizard's Gizzard. Pence returned to the castle and he died a few hours later.

G23. Lady Morwen's Chambers

This door is open and an orc is fighting a man clad in chain mail and armed with a sword. A noblewoman is cowering in the corner and screaming for help.

This is Garnet (see NPC section) fighting with an **orc**. Silas the **doppelganger** (see NPC section) has quickly shapechanged into a noblewoman. He will pretend he's Lady Morwen. The real Lady Morwen is hiding in the next room, ordered to hide there by Garnet.

Then you see another noblewoman in chain mail rushing out of the adjacent bedroom. She is wielding a longsword and shouting at the other woman, "Kill her! She's a shapechanger!" "For Tempus!!!"

Lady Morwen (see NPC section) is tired of hiding and has emerged to help Garnet.

If the PCs prevail, the leader of the town will reward them greatly, giving them 300gp and six sturdy riding horses.



NPC SECTION

Important NPCs

Pence/Silas, **doppelganger**, NE. A clever and calculating creature. He is the leader of a gang of orcs. Silas has led the gang on a string of successful raids. His orcs fear and admire him. He appears as Pence, the gray-haired, slender old man.

Jade Everwood, human female, **2nd level ranger**, LG. Jade is very attractive and quite athletic. She has medium length brown hair and blue eyes. She is a brave, thoughtful young woman. Jade is a member of the Knights of the Unicorn. She worships the goddess Sunne.

Caleb, **satyr**, CG. He has reddish brown hair and a small goatee. This satyr is handsome and charming. Caleb always carries his pan pipes. He is also armed with a shortsword and a shortbow.

Garnet, human male, **1st level fighter**, LG. A tall, rather ordinary-looking man with short brown hair. He is the most loyal of Lady Morwen Daggerford's guards. He has stayed by her side and is hiding with her in her bedchamber as the orcs search for them. He is armed with a *+1 longsword*. Garnet will give this sword to heroes if they save Lady Daggerford.

Hannah, female human, **commoner**, LG. Hannah is middle-aged with brown hair and grayish-blue eyes. One of the workers at Hillside Stables. She is a hard-working woman with a lot of integrity.

Mardy Hardcheese, Strongheart halfling male, **1st level fighter**, LG. He is a handsome halfling with brown hair and blue eyes. Mardy is the patriarch of the Hardcheese family. This fellow is a loyal and just halfling. He is friends with Lady Daggerford and will help the heroes if he discovers what is going on. The halfling is armed with two shortswords.

Jasper Worthington, human male, **noble**, NE. An old man with black hair and a black beard. He is the wealthiest noble in Daggerford. Jasper is opportunistic and cruel. He has become quite disillusioned with Lady Daggerford and wants to get rid of her. Jasper will do whatever he can get away with.

Sir Darfin Flosin, gold elf (high elf) male, **commoner**, CG. A very old elf with blonde hair and gold eyes. He wants to see all races living in harmony. He used to advise the dukes of Daggerford. Lady Morwen Daggerford is considering taking him on as an advisor again.

Kate Worthington, human female, **noble**, NE. An old woman with gray hair and greenish-blue eyes. She speaks her own mind and thinks Lady Daggerford should be replaced.

Lady Morwen Daggerford, human female, **2nd level fighter**, LE. An older woman with long white hair and blue eyes. Lady Morwen is a bit aloof and not the most charming individual. She is new leader of Daggerford and lives at Ducal Castle. Most of the town's citizens are confident that she will be a good leader. Her family has led the town for many, many years. The former leader, Duke Maldwyn, was her brother.

ENCOUNTERS

Encounter Table: Misty Forest

D100 Encounter

01-02	Bugbear
03-04	Giant Boar
05-06	Berserker
07-08	Dire Wolf
09-10	Commoner
11-12	Shadow
13-14	Druid
15-16	Satyr
17-18	Swarm of Insects
19-20	Boar
21-22	Deer
23-24	Black Bear
25-26	Commoner
27-28	Spy
29-30	Twig Blight
31-32	Cult Fanatic
33-34	Giant Wolf Spider
35-36	Swarm of Bats
37-38	Boar
39-40	Elk
41-42	Badger
43-44	Scout
45-46	Commoner
47-48	Owl
49-50	Deer

D100 Encounter

51-52	Commoner
53-54	Scout
55-56	Twig Blight
57-58	Deer
59-60	Boar
61-62	Commoner
63-64	Giant Frog
65-66	Elk
67-68	Giant Wolf Spider
69-70	Cultist
71-72	Black Bear
73-74	Vine Blight
75-76	Commoner
77-78	Giant Frog
79-80	Swarm of Bats
81-82	Boar
83-84	Giant Wolf Spider
85-86	Black Bear
87-88	Dryad
89-90	Commoner
91-92	Scout
93-94	Dire Wolf
95-96	Giant Boar
97-98	Doppelganger
99-00	Bugbear

Encounter Table: Daggerford

D100 Encounter

01-02	Ghost
03-04	Berserker
05-06	Cult Fanatic
07-08	Spy
09-10	Cultist
11-12	Commoner
13-14	Swarm of Rats
15-16	Thug
17-18	Noble
19-20	Giant Rat
21-22	Swarm of Insects
23-24	Commoner
25-26	Guard
27-28	Scout
29-30	Giant Rat
31-32	Cat
33-34	Cultist
35-36	Swarm of Rats
37-38	Noble
39-40	Wererat
41-42	Raven
43-44	Guard
45-46	Mastiff
47-48	Commoner
49-50	Giant Rat

D100 Encounter

51-52	Swarm of Rats
53-54	Commoner
55-56	Guard
57-58	Mastiff
59-60	Commoner
61-62	Cultist
63-64	Acolyte
65-66	Rat
67-68	Guard
69-70	Thug
71-72	Cultist
73-74	Commoner
75-76	Noble
77-78	Wererat
79-80	Swarm of Rats
81-82	Mastiff
83-84	Thug
85-86	Acolyte
87-88	Giant Rat
89-90	Commoner
91-92	Guard
93-94	Thug
95-96	Shadow
97-98	Veteran
99-00	Priest

Monster List: Misty Forest

Monsters	CR
Badger, Commoner ¹ , Deer, Owl	0
Cultist, Twig Blight	1/8
Boar, Elk, Giant Frog, Giant Wolf Spider, Swarm of Bats	1/4
Black Bear, Satyr, Scout, Shadow, Vine Blight	1/2
Bugbear, Dire Wolf, Dryad, Spy	1
Berserker, Cult Fanatic, Druid, Giant Boar	2
Doppelganger	3

¹Commoner: Cart Driver, Fisherfolk, Hunter, Messenger, Peasant, Pilgrim

Monster List: Daggerford

Monsters	CR
Cat, Rat, Raven	0
Cultist, Giant Rat, Guard, Mastiff, Noble	1/8
Acolyte, Swarm of Rats	1/4
Scout, Shadow, Swarm of Insects, Thug	1/2
Spy	1
Berserker, Cult Fanatic, Priest, Wererat	2
Veteran	3
Ghost	4

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Herald, Hunter, Jeweler, Mason, Messenger, Moneylender, Peasant, Pilgrim, Tailor, Tavern/Inn worker, Undertaker

FOREST CHASE TABLE

After each turn roll a d20

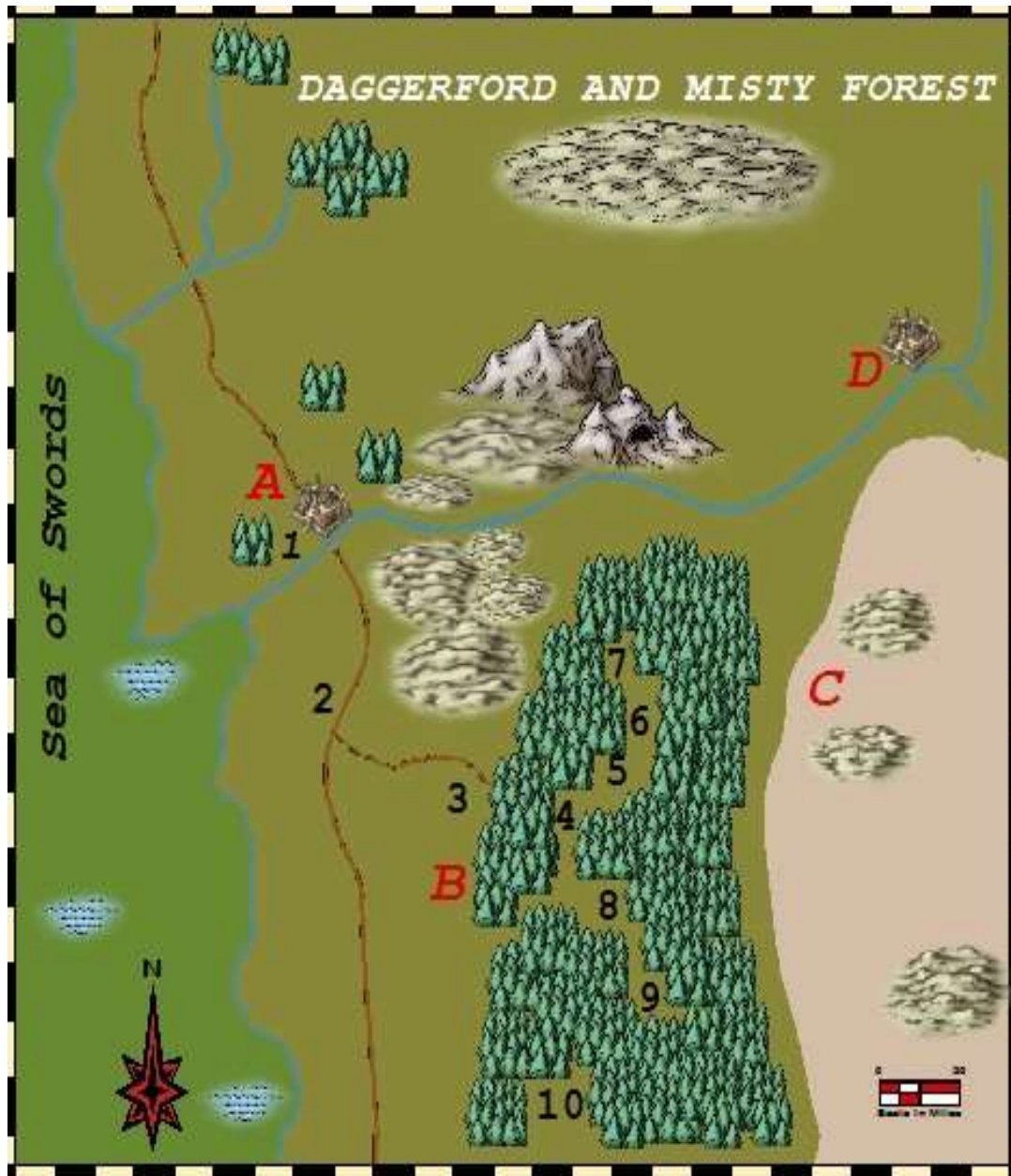
d20 **Complication**

- 1 A stream blocks your way. Make a DC13 Dexterity check to quickly jump over, or fall prone.
- 2 You collide with another party member. Make a DC12 Dexterity save or fall prone.
- 3 You run into a low hanging branch. Take 1d4 bludgeoning damage.
- 4 A number of fallen branches block your path. Next turn you move through **difficult terrain** for 30 ft.
- 5 Three **elk** block your path. **Difficult terrain** for 30ft.
- 6 A bird almost flies into your face.
- 7 Your foot gets stuck in a hole for a moment, but you free yourself.
- 8 A branch falls off a tree and hits you. 1d4 bludgeoning damage.
- 9 Your path is blocked by a dense group of trees. **Difficult terrain** for 30 ft.
- 10 A wild boar crashes into you. Make a DC12 Dexterity save or you're knocked prone.
- 11 You trip over a branch on the ground and fall prone. 1d4 bludgeoning damage.
- 12 A ray of sunlight shines through the trees and **blinds** you for one turn.
- 13 A cart full of logs blocks your way. Lose a turn.
- 14–20 No complication

INNS AND TAVERNS

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Daggerford	Tavern	The Maiden in the Mist	None	Poor	Ernest human male, 35 1st level bard CG	6	bark soup, chicken stew	Realms Mead, Troll Mead
Daggerford	Tavern	The Happy Cow	None	Modest	Mardy Hardcheese halfling male, 38 1st level fighter LG	8	apple pie, chicken stew, roast pig, squash soup, wild boar	Realms Mead, Storm Ale, Thorn Mead, Troll Mead
Daggerford	Inn	River Shining Inn and Tavern	5sp	Modest	Sammy human female, 27 1st level fighter LG	12	cherry pie, pike, turkey soup, venison, wild boar chop	Faern Wine, Stars Wine, Storm Ale, Thorn Mead
Daggerford	Inn	The Silver Flood Inn	1sp	Poor	Jenna human female, 37 LN	7	apple crumble, baked goat, pike	Faern Wine, Realms Mead, Thorn Mead
Daggerford	Inn	Lizard's Gizzard	1sp	Poor	Loren human male, 29 CN	6	None	None
Roadside	Tavern	Two Swords Tavern	None	Poor	Brenna human female, 36 1st level wizard CG	5	apple crumble, pike, trout	Moor Mead Stars Wine, Storm Ale, Thorn Mead
Roadside	Inn	The Horseshoe	None	Modest	Nils human male, 27 N	4	baked goat, fish soup, trout	Moor Mead, Storm Ale, Thorn Mead, Wyrms Wine

MAP OF DAGGERFORD AND AREA



MAPS OF DAGGERFORD

Town of Daggerford



Town of Daggerford Locations

Location	Name	Details
1	Town Gates	Two orcs are guarding each gate, disguised as guards.
2	Watch Towers	An orc is occupying each 30 ft. tower, disguised as guards.
3	River Docks	Piers with a number of boats. Many fisherfolk are here.
4	Riverside Market	Foodstuffs, potion ingredients, spell components, clothes, fresh fish, and jewels
5	The Silver Flood Inn ¹	Rooms cost 1sp /Poor quality accommodation
6	Hard Steel	Armor and Weapons store. Four guards
7	Worthington Manor	Home of the Worthington family. Occupied by Silas' gang
8	Daggerford Town Hall	Used for town meetings, dances, and other social events.
9	Hardcheeses'	General store run by Hardcheese halflings. Two guards
10	Happy Cow Tavern ¹	Barkeep: Jemma/Modest quality tavern
11	Lizard's Gizzard ¹	Rooms cost 1sp/Poor quality accommodation/No food available.
12	Daggerford Stables	The less expensive stables used by most visitors to the town. Cost: 5sp/day
13	Magnus Manor	Home of the Magnus family. Two guards
14	River Shining Inn and Tavern ¹	Rooms cost 5sp /Modest quality accommodation
15	Hillside Stables	The more expensive stables in town. Cost: 1gp/day
16	The Ducal Castle	Home of the town's leader, Lady Morwen Daggerford.

¹More info on these establishments can be found in the Inns and Taverns section

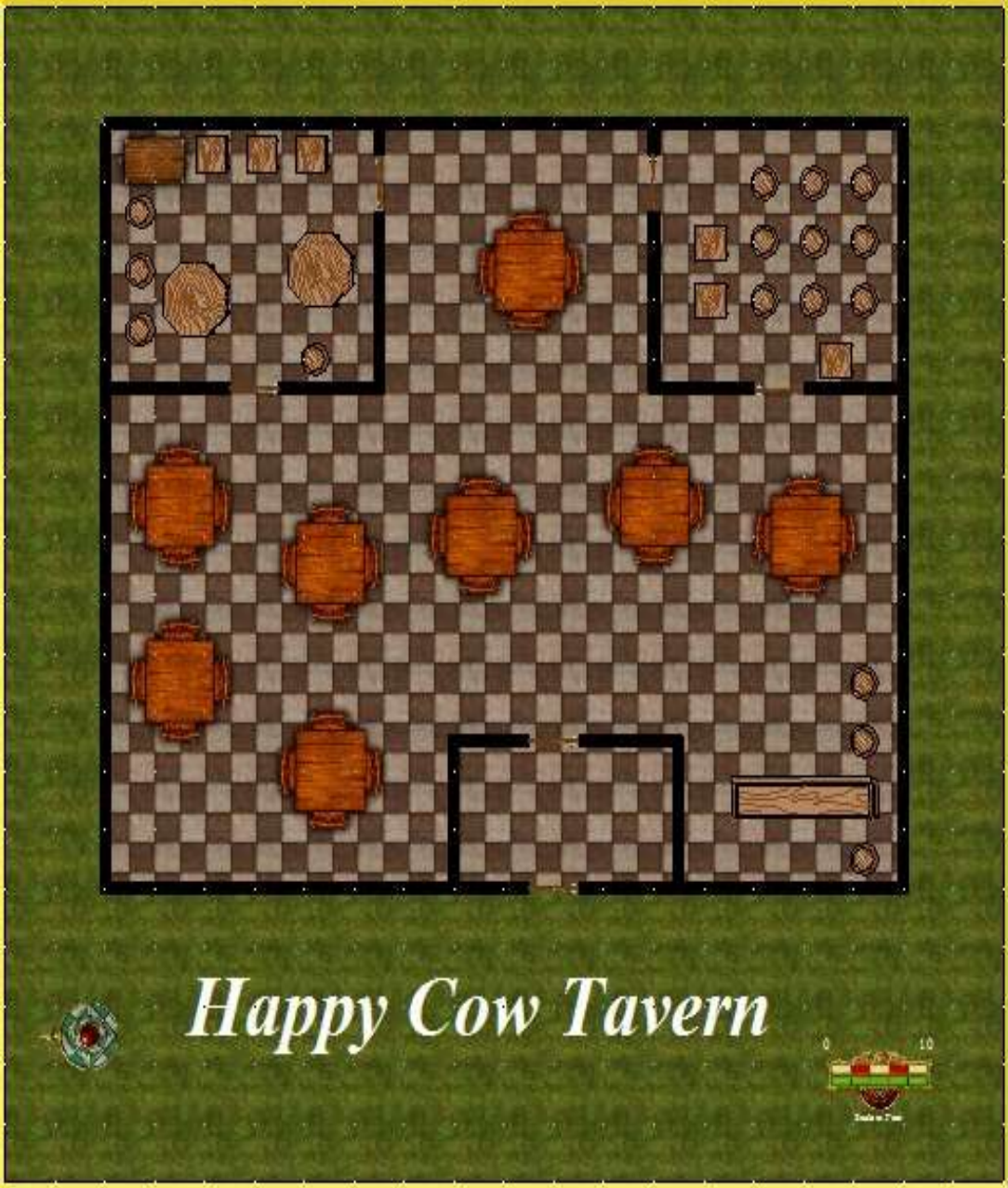
River Shining Inn and Tavern Main Level



River Shining Inn and Tavern Upper Floor



Happy Cow Tavern



Worthington Manor Main Level



Worthington Manor Upper Level



Ducal Castle Main Level



Ducal Castle Second Level



Ducal Castle Third Level



THE FORGOTTEN REALMS CALENDAR

The Calendar of Harptos

Faerun is found in the World of Toril where a year lasts 365 days.

There are twelve months of thirty days which follow the approximate cycle of the moon.

The thirty day month is made up of three tendays, also known as rides.

Month	Name	Common Name
1	Hammer	Deepwinter
<i>Annual Holiday: Midwinter</i>		
2	Alturiak	The Claw of Winter
3	Ches	The Claw of Sunsets
4	Tarsahk	The Claw of Storms
<i>Annual Holiday: Greengrass</i>		
5	Mirtul	The Melting
6	Kythorn	The Time of Flowers
7	Flamerule	Summertide
<i>Annual Holiday: Midsummer</i>		
<i>Quadrennial Holiday: Shieldmeet</i>		
8	Eleasis	Highsun
9	Elient	The Fading
<i>Annual Holiday: Highharvestide</i>		
10	Marpenoth	Leaffall
11	Uktar	The Rotting
<i>Annual Holiday: The Feast of the Moon</i>		
12	Nightal	The Drawing Down

PRE-GENERATED CHARACTERS

Rolen	Wood Elf	Wizard	CN	Str 8 Dex 15 Con 10 Int 18 Wis 9 Cha 10
Rolen is an unpredictable, aloof mage. He has long dark hair and green eyes. He specializes in casting destructive spells. This wood elf often causes mayhem with his spells and then walks away whistling.				
Vaelarian	Half-Elf	Paladin	LG	Str 18 Dex 10 Con 19 Int 11 Wis 5 Cha 16
Vaelarian is a courtly Knight of the Unicorn. He is always looking for romance. This paladin wears chain mail and uses a shield. His favourite weapon is a longsword.				
Dark	Duergar	Ranger	CN	Str 18 Dex 16 Con 16 Int 11 Wis 15 Cha 10
Dark is a grumpy, secretive fellow. He is a loyal agent of the infamous Zhentarium. Black hair, red eyes, and pale skin. Dark wears a massive wide-brimmed hat to keep the sun out of his eyes.				
Kavann	Dragonborn	Barbarian	CG	Str 17 Dex 12 Con 16 Int 7 Wis 10 Cha 14
Kavann is a brave, bold dragonborn. This fellow believes he is the greatest warrior in the history of the Forgotten Realms. He is a red dragonborn and wears no armor.				
Hanno	Halfling	Fighter	CG	Str 16 Dex 7 Con 10 Int 12 Wis 9 Cha 16
Hanno is a charming, friendly halfling. He is also incredibly clumsy and relies on brute force rather than his dexterity. Hanno wears leather armor and wields a longsword.				

Thanks to Sarah Bagshaw for letting me include her character (Dark).