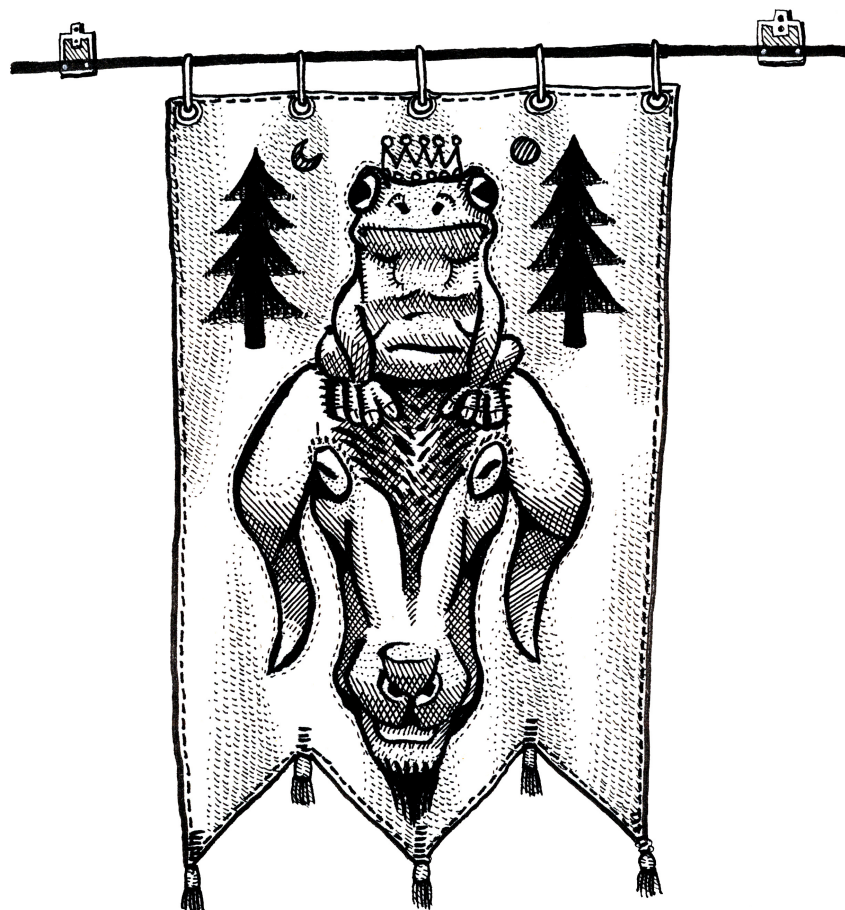


This document contains the description of the fabled Frog and the Goat, an inn built on a trans-dimensional hub. Refer to the accompanying Appendix DCC (found [here](#)) for additional details and rules for the Dungeon Crawl Classics system.



The Frog and the Goat Inn

Description: The Frog and the Goat inn is an adventure locale designed to be used as a hub in a fantasy tabletop roleplaying campaign. It lends itself readily for West Marches -style gameplay with a changing cast as well as more conventional campaigning. Alternately, it can be used as a side adventure or a simple interlude, as the description below contains multiple potential quest hooks and plenty of detail.

Refer to the map and related area descriptions for basic content, and see the end of each description for a list of potential hooks or points of interest keyed to that area. Note that no compass directions have been included in this document, and you should align it into your world as you see fit.

0. The Frog and the Goat Inn:

“Roughly a week’s worth of travel from the next place of any note, there stands the Frog and the Goat Inn. A haven for all weary travelers, the stone wall surrounding the compound is high enough to keep away most natural threats, and the prices inside are affordable to say the least.”

Description: Surrounded by a circular stone wall of variable height, the Frog and the Goat Inn is well equipped to receive travelers: in addition to the usual amenities of the inn itself it has a well stocked stable, a blacksmith, a general provisioner, an orchard and a caravan yard, among other things. It is mostly self sufficient, although frequent trade with caravans and travelers from near and far widens its selection of goods.

The Frog and the Goat: The Frog and the Goat inn is built on an ancient locus of power, causing it to exist in multiple places at once. Adventurers can use it as a base of operations, reducing travel time between adventures significantly. It is ran by a group of former adventurers, and can cater to most of the needs a group of delvers might have.

In your campaign:

- I recommend placing a few known locations (say, one for each cardinal direction) of the Frog and the Goat along important trade routes in suitable geographical areas of your world. The base clientèle of the inn comes from these areas, and traveling between them accidentally can be the first inkling the characters get about the inn’s magical nature.
- Alternately, discovering the nature of the inn and “upgrading” its magical traveling properties can act as a spark for a more exploration oriented campaign.
- Unless you’re running a particularly high magic campaign world, I’d recommend revealing the nature of the Frog and the Goat in a staggered fashion: discovering the perplexing nature of the inn can easily provide enough content for multiple downtime sessions.

1. The Old Waystone:

“Roughly as wide as two men are tall, the ancient elven waystone marks the entrance to the Frog and the Goat Inn. It is the first thing travelers see as they enter the walled compound through the only gate, walking below the shingle depicting a crowned frog sitting on the head of a young billygoat. Most pay it no heed, for the smell of hearty food and drink wafts down the cypress-bordered lane leading to the inn.”

Description: Much of the magic of the Frog and the Goat resides in the old waystone paving the entrance of the inn-compound. At the center of the stone there is an old arrow sigil, reminiscent of a very complicated compass star. This sigil is surrounded by scrawled and worn ogham script in an ancient elven dialect from before any known written history of the long-lived race.

The Waystone: The ancient magic of the waystone can be used in conjunction with the gate to travel most anywhere: travelers need simply stand on the stone, think of where they're going, and step through the gate. Herein lies the trick of course, as most travelers stepping through simply expect to be on the road from which they entered the compound previously!

In your campaign:

- The waystone is ancient and powerful magic, and as such should be fairly difficult to comprehend for modern magic users. Using it is deceptively easy, but replicating, influencing or deciphering the spell should provide a hard challenge for interested parties.
 - The waystone magic is the simplest use for the Frog and the Goat: travel times can be reduced to as near to none as you wish, and anyone from basically anywhere in your world (or beyond) can use it to join in.
 - Note that while *entering* the inn compound usually requires there to be an extant physical location to walk into, the waystone may allow travelers to *exit* the inn almost anywhere (although the trip may only be one way!).
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2. The Main Yard

“Children run around the clean flagstones of the yard at all hours of daylight, and traveling merchants often set their stalls here to earn a bit of extra coin on the road. Raucous laughter can be heard from inside the great hall of the inn, and the happy whinnying of horses echoes from the stables on the other side of the paved yard.”

Description: This area is simply the main hub of the inn: all honest visitors pass through here and find quarter either in the inn itself or the caravan yard. There are happy children playing all over, and this is a good place to introduce mysterious merchants of strange goods.

The Rascals and the Merchants: Raphael and Marina have many children: some of their own mixed genealogy, some strays brought in from the rain, and an uncountable cadre of miscellany as an addition. They are happy and eager, playing in the yard under the watchful eye of everyone who lives at the inn and most of the guests. You should feel free to use the children to add a bit of colour to the description here, although *any* aggression towards them will surely have repercussions with the owners of the inn.

The merchants who open their stalls here are a mixed lot: mostly desperate for travel money, as the inn only allows limited commerce on the main yard. This is the perfect location to find those discount healing potions all adventurers are always looking for!

In your campaign:

- The multitude of children in various shapes and sizes (ranging from toddlers to teens, there's a generous three-score of them in the compound) gives a lot of leeway for annoying or enchanting players. The kids mostly behave well (any thievery by them raises a mighty "You! Put it back! Now!" from Raphael, Marina, or one of the other locals), but there's plenty of other shenanigans they may try on newbies at the inn.
 - The merchant stalls here offer a chance to sell the characters anything and everything, half-price and maybe second-rate. Nothing sold here is outright cursed or dangerous (the owners of the inn make sure of that), although it may well seem to be so, and the quality of the goods can freely be exaggerated.
 - For a Spielberg-moment, why not run an adventure for kids and teenagers in the Frog and the Goat? Discovering the strange stuff at the inn, looking for clues, and finally stepping out through the waystone to find greater adventure in other worlds (and maybe aging to adulthood in the process)?
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3. The Inn Proper

"The smell of woodsmoke, food and ale greets you at the entrance. The long hall hosts many tables, and the swinging doors to the kitchen at the other end seem to never close fully. Behind the bar at the far end you see a handsome man with a toothy smile gesticulating elatedly to new patrons, and a beautiful woman with obsidian hair and chestnut skin dances through the crowd with a tray of foaming drinks and fizzling glasses."

Description: The long hall of the inn has many tables of all sizes and an open fireplace at the center. The hall is usually at least half full of customers of all shapes and sizes. At the far end from the entrance there is a bar counter flanked by two doors. The door on the left of the bar leads to the kitchen and beyond that to the living areas of Raphael, Marina and the rascals. The door on the right leads to a staircase up to the guest rooms in the attic and to the house brewery. There is a passage down to the cellar in the kitchen, and a well leading down to inky blackness in the brewery.

The Hall, the Proprietors and the Premises: This is the area where visitors to the inn spend most of their time. Feel free to fit any encounters with foreigners into this space. Many of the inn's guests sleep here as well since the long hall functions as the inn's common room. There is a number of private rooms above it, but they cost a premium. Baths are available in the bottom floor of the brewery area.

Raphael is a youngish, handsome half-orc. He is easygoing and jocular, prone to gesticulation and wide, tusk-filled smiles. He used to be a rogue in his past life as an adventurer, and now runs the bar and customer service at the inn. Raphael knows the ways of thieves and has a sharp eye for undue trickery: he'll stop any major scams with a simple, soft word, resorting to violence only if he must. He is aware that the inn's clientèle is very varied, but does not really understand the extent of the location's magic. He is married and in love with Marina.

Marina is a beautiful, dusky woman of middling height and indeterminable age. She is always friendly with customers, albeit she spends most of her time rushing between the well-staffed kitchen and the tables in the long hall. Actually, she is a powerful magician in her own right, and her magic staff mostly handles the cooking kitchenside. She is well aware of most of the arcane secrets of the inn, and knows how to work the waystone. Marina is married to Raphael, although he's not her first love.

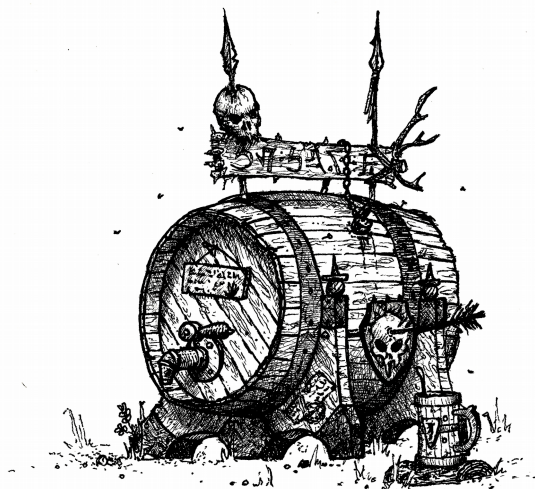
In addition to the great hall and the rooms above it, the inn has a few interesting areas. The kitchen is very literally staffed by Marina's magical quarterstaff, and beyond it are the living quarters of Raphael and Marina who founded the inn after successful adventuring careers.

To the right of the building the brewery and distillery provides the inn with very special drinks (mostly cider and calvados, the rest is imported), and an opportunity to bathe. Not many guests realise that all of the piping in the bath and brewery side of the building is ancient bronze, taken from the telescope which once stood at the middle of the round brewery tower. Even fewer know that the brewery is built on the ruins of an antediluvian elven wayshrine, which used to house several families.

There are ancient passages below the inn, accessible through the cellar beyond the kitchen and the deep, bleak well at the bottom of the brewery

In your campaign:

- Raphael's bar can provide any drink, and Marina's kitchen always has out of season delicacies for sale. The prices are easy, and you should leverage all this to bring home the strangeness of the place.
- The patrons of the bar are from all over the world, whatever it may be. This can be a very sobering realisation for the characters, especially if they've entered the inn at a dull agrarian location.
- The inn is built out of strange, elven stones from beyond history, and the passages below the house can be anything you please. Why not sit the inn on top of a megadungeon?



4. The Stables

“There are horses of all sizes here, and all seem happy and well kept. Some more exotic mounts are corralled in their own quarters, and the cows of the inn seems especially joyous. A tall, somber woman takes care of the animals, and rarely speaks with travelers unless spoken to.”

Description: The stable is quite large, its walls built of scavenged stone covered in old ogham script. There is magic here, only visible to the most trained eye. Hadrathia, the woman taking care of the animals, is somber and tired, clearly battle-worn from a hard life of adventure.

The Building and the Keeper: Generally, this is just a stable. Inquiring minds may learn more of its nature however.

The building is constructed out of the stones of the ancient elven tower which used to stand here (the round base of the brewery is part of the same old construction). It expands to fit whatever amount of needy animals are brought in, regardless of the size.

Hadrathia is a skilled warrior with knightly inclinations. She has seen and experienced things, and is quite reluctant to speak of them. Now she mostly tends to the animals and watches over the children in the main yard.

In your campaign:

- There are always steeds on sale at the stables here. It is up to you to decide what and how many, but any animal bought from the stables here is quite hale and happy (for their age).
- Hadrathia is actually a well-trained and experienced knight. Anyone looking for a mentor would do well to join up with her, if they can coax her to take them on as a pupil. She has seen adventure, and her pride has been broken in the aftermath of a holy war which she entered searching for personal glory.
- The stable itself expands to fit whatever steed brought in. Someone walking out an elephant (or a drake!) should make for a decent set piece.

5. The Caravan Yard

“Often, the caravan yard is where you’ll find the best parties. Cheaper than the inn itself, and more private in a way, this is where the most hardened travelers rest.”

Description: Essentially just a strip of gravel, the caravan yard is where the broke and paranoid camp out. All inn amenities are still available, but everyone must provide their own shelter.

The Grounds: This is the perfect place to apply a bunch of thieves to your adventurers' hard earned loot or to get them irredeemably drunk and confused. Otherwise, it's just a patch of gravel.

In your campaign:

- Thieves in the night take the most interesting and valuable things from the party's stocks, and run them in a merry chase through the countryside. Bonus points for nicking a McGuffin!
 - Travelers and gypsies get the party super drunk on moon hooch! Roll on a suitable carousing table for effects!
 - The caravan yard is of course full of travelers from all around the world: strange customs and clothing should confuse and intrigue player characters, and possibly create conflict as well.
-

6. The Pens

"Horses, cows, pigs and sheep crowd the pens next to the stable. The animals seem quite happy and well fed, and most of their feed is fresh and green."

Description: This is one of the reasons the compound is essentially self-sufficient. The rascals (see area 1.) are mostly responsible for taking care of the animals, and Hadrathia (see area 4.) handles the rest. There are cows, horses, pigs and sheep in the pens here, and sometimes more exotic animals as well. But mostly it's just animal pens, with a big dung heap looming at the back.

The Animals: All of the animals are well-kept and quite happy. The dung heap beyond is a really big pile of poo. No goats are in sight.

In your campaign:

- Well, there's a number of farm animals. Maybe some of them are transformed people, bought by the inn by accident?
 - The dung at the back is actually quite superior fertilizer, partly due to the unique magics of the location.
 - There's a small family of stinkgoblins living in the dung heap, and they come out to steal the animals at night. Maybe they need to be taken care of by some independent operators?
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7. The Pond

"Frogs and toads of all shapes and sizes inhabit this still, deep pond. On some nights their trilling and croaking calls reach a feverish crescendo, as if they were trying to warn the inhabitants of the inn of some impending doom. Or maybe it's just mating season."

Description: The fairly large pond is almost eerily still, and would seem to be exceptionally deep. It is also full of frogs and toads, some of which are obviously unusual, as they're species from all over the world living in the same habitat. The water is quite drinkable.

The Frogs and the Deep: There is nothing sinister or dangerous about the batrachian crowds inhabiting the pond. The proliferation of unusual species is simply a consequence of the inn's unique positioning between multiple physical locations. On the contrary, they act as an early warning system for any arcane calamity facing areas near the physical entrances to the inn: the pond is the spot of an ancient elven cairn stone, which has sunken to the bottom of the watery hole: its resonance disturbs the water and that in turn distresses the frogs who scream their annoyance to the sky.

In your campaign:

- The pond neither the frogs detect as magical, although powerful arcanists may be able to see the glimmer of old magics contained in the cairn stone at the bottom of the deep water.
- An impromptu concert by the frogs and the toads at the pond is sure to cause suspicion in most adventuring parties, doubly so as most of the inhabitants (apart for Taniel over at the orchard, see area 9.) pay the screaming batrachian voices no heed at all.
- Alternately, a disturbance at the broken waystone in the glade (area 12.) can cause the batrachians to go mad with distress and scatter all over the inn grounds, as the cairnstone at the bottom of the pond starts to shake enough to boil the water. This should put the whole inn on high alert (and validate Taniel's paranoid suspicions, see area 9.).

8. The Smithy

“A small house, built out of ancient flagstones scavenged from the nearby area. Smoke rises from the crooked chimney, and the busy sounds of a blacksmith's workshop can be heard from within.”

Description: This is the house of the inn's blacksmith, Harold. He is a large, muscular man, and was formerly part of the same party of adventurers as Raphael and Marina (see area 3.). Harold can forge most anything, and has a small stock of adventuring gear, weapons and armor he has made by hand. The smithy is mostly unremarkable, apart for a similar expanded quality as the stables: the smith's stockroom seems to contain much more than a small cottage should be able to hold, but this is difficult to notice through mundane scrutiny. This anomaly is caused by the fact that the smithy is partly built out of the same ancient ogham stones as the stables.

Harold and his Smithy: The small house consists of a blacksmith's workshop, a stuffed stockroom (containing merchandise and materials, much more of them than it should fit) and Harold's personal quarters (he takes all of his meals at the inn, and mostly only returns here to sleep).

Harold is a prodigious man: large, muscular and friendly. Despite getting on in years he is still an adept fighter, and should be able to take all but the strongest characters in tests of strength or constitution, of which he is quite fond of. Arm wrestling and drinking competitions, or a combination of both, are his particular forté. He studied under a one-armed dwarven master smith known only as Master Hårn, and is well versed in the customs of both dwarves and elves, carrying a deep respect for the skills of both races.

In your campaign:

- Harold's smithy is the likely place to acquire arms and armor at the inn, as he stocks personally crafted items in his endless storage room, mostly as a hobby. Characters can expect to find basic gear here and some rarer items as well, especially if they befriend Harold. Note that Harold only stocks items a smith might make, so leather armor and most ranged weapons are usually not available.
 - Drinking and arm-wrestling with Harold is a good filler activity, and characters who are good sports and keep their cool should find him a most amicable contact at the inn.
 - The storage room of the smithy is essentially a bottomless bag of holding shaped like a small room. What strange things might be forgotten within?
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9. The Orchard

“Apple trees in all shapes and sizes fill this area of the compound. The orchard is lush and obviously very old. A grand old tree stands at the center, holding aloft a treehouse of simple design. Goats roam the area, watching visitors warily.”

Description: An ancient apple orchard, home to the compounds resident treewarden and a herd of stubborn goats. The trees seem to bloom and bear fruit asynchronously compared to the world outside of the walls of the inn: you can always find fresh apples here, and while some trees are blooming others are completely bare.

The Goats, the Trees and Tariel: The goats inhabiting the orchard are quite ornery and stubborn, and will not let most visitors approach without bruising them liberally. Despite being completely mundane they seem to have a strange hive-mind, and sometimes scream as men do.

There are apple trees from all over the world here, and some are quite ancient. The orchard covered the whole area of the compound when Raphael, Marina and the rest of their compatriots arrived here, and what remains of it is carefully cultivated by Tariel and Raphael, whose brewery and distillery relies on the local stock as a resource.

Tariel Waar is young for an elf, and suffers of an addled mind: he mutters to himself, and often states the obvious as if it was a major revelation of mysterious depth. He is a treewarden by trade, and mostly concerns himself with taking care of the orchard here. He seems to be able to communicate with the goats, and is in fact

the only person in the compound who gets along with them. Tariel lives in the treehouse at the center of the orchard, and is convinced that there is something sinister lurking in the glade at the back of the compound (area 12.).

In your campaign:

- Some of the trees here date back to the proto-elven civilization which originally called the area home. As such, the oldest trees bear a crop of moon apples, which are very magical and sought after.
 - The herd of intelligent goats roaming in the apple orchard is sure to give trouble to anyone sneaking around in the area, not to mention the crazy elf living at the center of the trees. Anyone attempting traditional apple-thievery is in for a nasty surprise!
 - Tariel is quite adept as a ranger, despite being fairly simple and quite paranoid (think Batman-meets-Legolas). He also knows things about the trees, and is quite right to be suspicious of the forgotten glade at the back of the compound (see area 12.).
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10. The Garden

“Everything ranging from simple produce to rare herbs is grown here. Something about the area is obviously odd, as the plants seem to flourish at unseasonal times, and even during the winter you can find some greens which seem to grow happily despite the cold.”

Description: The large garden area is full of produce and herbs, a testament to Marina’s preternaturally gentle touch with plants. The strange and unique conditions within the inn compound allow many plants to grow and bloom out of season, and while most of the garden’s contents are mundane you can also sometimes find rarer specimens among the growths.

The Herbarium: Marina grows most of the inn’s fresh produce here, and has cast a number of glamours on the plot of land. Additionally, the inherent magic of the location lends itself well to the purpose. Inquisitive and skilled herbologists are sure to find a number of interesting plants growing in the plot, and may even be able to purchase them from Marina, provided they ask nicely and don’t presume to step into her kitchen).

In your campaign:

- A garden producing vegetables and herbs out of season is sure to be of interest to druids and nature-oriented magic users. The garden is very clearly magical: all of the magic is benevolent, although there are clearly two strata of it present. The newer glamours very clearly lead to Marina, but the ancient magic of the local proto-elves is more difficult to discern.
- The garden is a good way to introduce magical herbs to your game, and Marina will gladly do business with polite adventurers interested in such fare. Maybe the group has something to sell her, or she needs a particularly rare specimen from some far away place?

- Alternately, perhaps the inn’s garden is one of the last places containing a certain, necessary magical plant: will the characters trade for it, or try to steal it in the night, risking the ire of the inn’s very capable inhabitants - not to mention the nearby goat herd from hell?
-

11. The Warehouse

“A large warehouse stands next to the caravan yard of the compound. You are surprised to find a halfling-hollow flanking it, seemingly extending below the large timber construction. Fragrant smoke rises from the wrought-iron chimney, and the tinkle of coins being counted echoes through the cracked door.”

Description: A three-storey timber warehouse stands next to the caravan yard. Adjacent and under it is the hollow of the inn’s halfling merchant, Rilvac Pendelbok. Rilvac is a proud halfling of some age, and used to be an adventurer like the other proprietors of the inn. He runs the warehouse, which contains a variety of mundane equipment and items.

The Warehouse and Rilvac: The warehouse is very large, and is full of all sorts of trade goods and equipment. The building and everything in it is entirely mundane, but Rilvac is the man to talk to when equipping an expedition for any purpose, although he drives a hard bargain. The warehouse also contains provisions of everything the inn compound itself does not produce: salt, dried meats, flour, and so on.

Rilvac Pendelbok is an experienced halfling merchant and a meritable fighter in his own right. Whilst the warehouse he runs is perfectly mundane, he has kept a number of powerful magical items from his adventuring days, and is perfectly capable of keeping thieves and usurpers at bay on his own. He keeps most of these treasures in an unassuming, locked and trapped chest in his personal bedroom below the warehouse, and only brings them out when he must. He is friendly and polite, but drives a vicious bargain.

In your campaign:

- If adventurers need any provisions or equipment (beyond anything a blacksmith would produce or have interest in, see area 8.), Rilvac is the man to talk to.
 - Alternately, if someone needs to get rid of any loot, Rilvac can surely find some sort of a deal to offer them. The warehouse actually has quite a pile of valuables and money hidden in it (and the halfling burrow below has doubly more), and Rilvac knows a good deal when he sees one.
 - Finally, the warehouse of the Frog and the Goat is a good location for a heist-style encounter: it has a whole bunch of valuables hidden in it, and the only guardian is a seemingly affable halfling. Little do would-be-thieves realize that Rilvac has a multitude of magical items at his disposal, including a crown which makes him nigh invulnerable to mental effects and a ring which allows him to charm most anyone to obey him unquestioningly.
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12. The Forgotten Glade

“The back of the compound is covered in tall trees. Ancient firs and pines hide the back wall, and no paths seem to lead to this forgotten glade. In the night witchlights can sometimes be seen gleaming between the trees, but none of the locals seem to pay them any heed.”

Description: This area is overgrown with tall, ancient evergreens. None of the locals seem to pay any attention to the area, and it seems to be a forgotten piece of the landscape. Any investigation will reveal a number of small paths leading in from all directions. These winding passages between the densely packed old trees lead to an opening next to the back wall. In the middle lies a broken waystone (similar to the one in area 1.), and a large fallen gate of black stone, placed directly opposite to the one through which all guests enter the compound.

The Broken Way: The gate and the waystone reek of ancient magic, but are more or less beyond repair. The glade itself has an eerie atmosphere. Those insisting to spend the dark hours of the night here find that strange witchlights seem to seep through the broken gate structure, and dance among the tall trees. Usually mere sparks the size of candle flames, sometimes the eerie flames grow to become great blazes the size of a burning wheel.

Everyone who lives at the compound has gotten used to the strange goings on of the glade, apart for Taniel (see area 9.). If inquired, he will warn people away from the forgotten glade, telling them that *“The trees there are ancient and old.”* and that *“I watch the broken gate all the time, to make sure it doesn’t make its move.”* But Taniel is quite addled, obviously.

In your campaign:

- The inn was originally built on a passing-point leading to another dimension, and that is why the location can be entered from many places at once. The portal to the dimension beyond is broken, but something keeps seeping through: much of the magic of the inn is powered by the sparks leaking from the other side.
 - The proto-elves who originally inhabited this locus of power may have come from a fae dimension, and the characters must repair the gate to get through to the other side?
 - Or alternately, maybe Taniel is right, and whatever is beyond the broken gate is trying to enter this side. Maybe the witchlights are a signal for something more sinister, and the inn will come under attack from eldritch beings from beyond?
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THE FROG & THE GOAT INN.

