

Dungeon Module LA 1

The Lighthouse

May 8th, 2023

by Lenard Lakofka

AN ADVENTURE FOR CHARACTER LEVELS 4-6



Len Lakofka
archive



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On the Front Cover



An evil party with a nefarious plan to extinguish the light used by ships to navigate the treacherous waters. What are they up to and what pact do they have with the lizard men helping them with this goal?

On the Back Cover

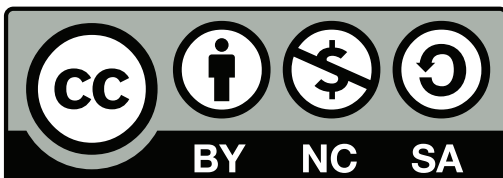


Attackers besiege the Lighthouse. Their main focus, to extinguish the light forever...

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Advanced Dungeons & Dragons

Dungeon Module LA 1

The Lighthouse

Artisan Level

An artifact of (1.Len), we wanted to keep in was Artisan Level or Alvl. This is essentially NWP's like in 2nd Edition, but Len had his own system he'd come up with.

"Alvl"= Artisan Level, not to be confused with Alignment. Many PCs and NPCs have an Alvl or Artisan Level.

Example: Cook (AL: 3 of 8)

The first number is the person's proficiency level out of number of total levels. At first level the person is an apprentice. At second level a fairly competent artisan (making few errors). At 3rd level they are trained to be the named profession (like cook, blacksmith, and bowyer). They produce good solid work with no serious errors. At 5th level and above they are considered "masters" of the profession. Grand master at 7th and Ultra Grand Master at 8th.

Desiderata

The original version of this adventure was written with Len's table rules we often call 1.Len. Loreltarma and Pelreltarma are spelled without a space because that's how Len wrote it. A space got added in Darlene's map, but we're sticking with his spelling.

How To Use This Adventure

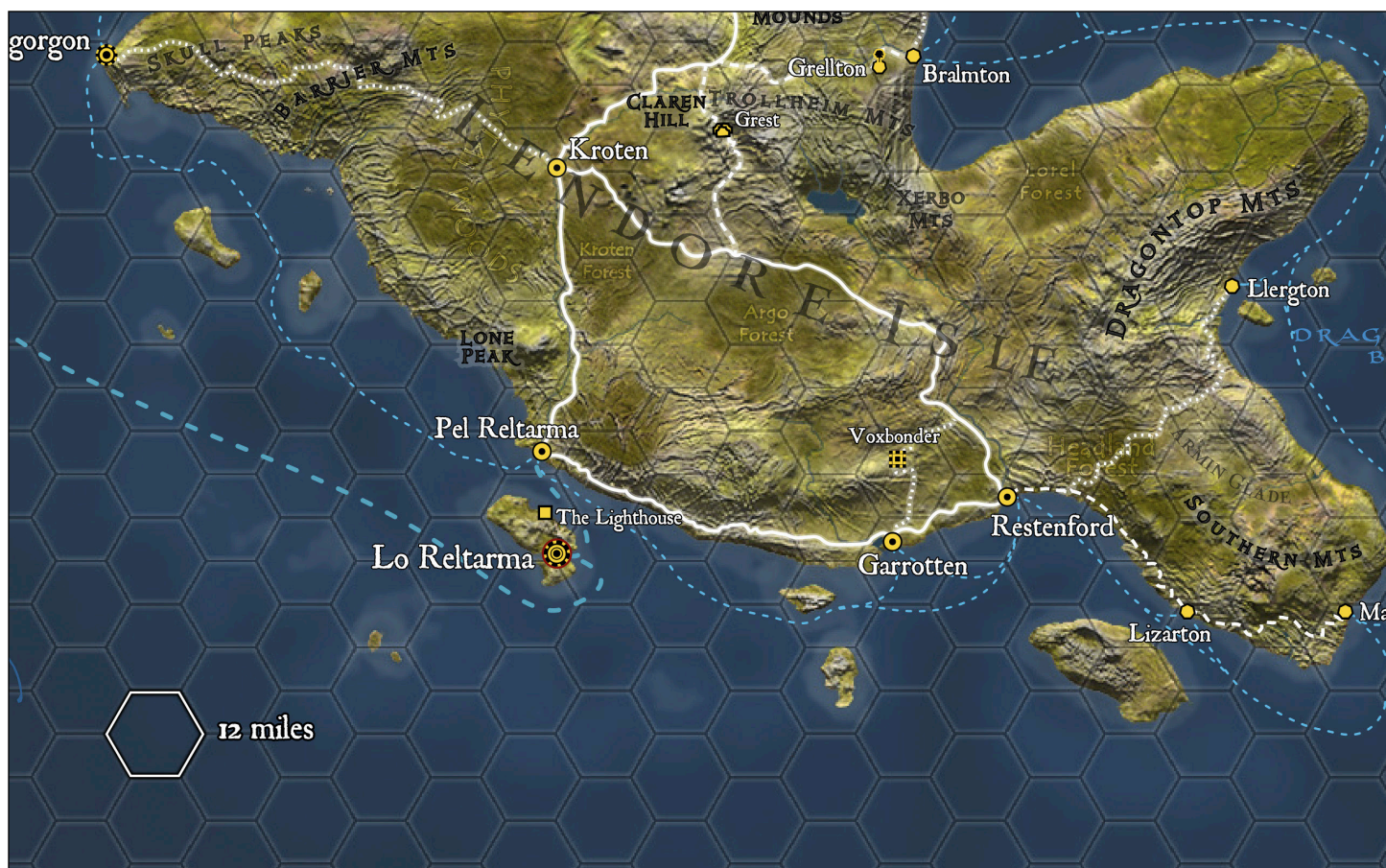
This adventure was written as a competition module by Lenard Lakofka. It is heavy combat.

As Len is often happy to point out: run it however you like.

Background

The adventure is set in Greyhawk in the Lendore Isles. If you're placing this adventure in the Forgotten Realms, the Moonshae Isles would be a good fit. For other placement ideas, a well-trafficked trade route in an island chain or strait.

The PCs are the hired defenders of a lighthouse that oversees the heavily trafficked trade route between two Lendore cities: Loreltarma and Pelreltarma.



Setup

Begin the game on a 55-degree day at sunset, which is obscured by clouds and fog. There's a light misting with a 10-mph wind sweeping in from the east. It's not pleasant out. This afternoon there was about 3/4 of an inch of rain so the dirt on either side of the main cobblestone walkway is still muddy and slippery, hence why the walkway itself is cobblestone.

The trade route is heavily trafficked and depends on the lighthouse to keep the ships safe from smashing into either of the rocky coasts in the strait. If the light goes out, ships will be lost. At sunset, the first wave of the lizard men will emerge from the waters around the peninsula; a second wave a few minutes later, and then finally a third wave.

Some evil humans show up on horseback at any point in all of this, the architects of the attack.

If you're running this as tournament, then surviving the waves is key. If you're running this as a 4-hour one-shot, dropping waves of lizard men in favor of fitting in the fight with the evil humans is optimal.

Every player picks a player character.

Each Player Character has been assigned a starting location at sunset, but there are other options. In playtesting, giving the characters three locations to distribute themselves to (asleep, on watch in the lighthouse, or just wandering the grounds) seemed to work well. They are alert and watchful, but they are not expecting an attack.

Casters who chose their spells would begin doing so at 7 am or 8 am that morning.

Attacker Goals

1. Their primary goal is to kill all of the Defenders (and then looting the place and destroying the light)
2. Their secondary goal is to shut off the light.

The Lighthouse Compound

The lighthouse compound sits on a promontory with a few trees, vegetable gardens, and a couple of natural barriers, such as the 25-foot cliff surrounding the promontory and a couple of rock spires near the gate house.

The compound is about 6 miles away from the outskirts of Lorelterra, connected by a wagon path that snakes through some hills and up-and-down cliffs. This takes about 4 hours to reach the outskirts, on foot, more slowly by wagon.

There are 4 buildings on the promontory: The Gate House, The Stables, The Quarters, and The Lighthouse. All are of sturdy stone construction with iron doors. It's been built to survive both storms and assaults.

There's a cobblestone path through the compound to the lighthouse. Due to the rain, it's slippery and every round running on it, a dexterity check is required to keep your footing or fall. It's doubly-so in the mud (make check at a further penalty of 2). Walking doesn't require a dexterity check. Lizard men aren't affected by the mud and will prefer it to the path.

Building 1 The Gatehouse

The gate house is a stone building made of 3-foot-thick walls. There are 2 arrow slits on each side of the building, including the side with the door. The door is made of iron and can be bolted from the inside. There's a trap door hidden under a woven mat that leads to a getaway tunnel that opens up on the far side of the spire that the gate house abuts. The secret exit is well-hidden.

There are 2 short bows and 2 crossbows hung on the wall with the gate. There's a small barrel filled with 40 bolts and a small barrel with 40 arrows.

A gong sits outside the door with a striker, just under the eaves.

Building 2 The Stables

The stable is made of stone with 2-foot-thick walls. There is single iron door that despite its size (it can accommodate a wagon with driver or even a mounted rider), opens easily. The door can be bolted from inside.

There are two horses in their stalls as well as an open wagon with saddles, tack, and barding for the horses in the stable area.

There is a steep ladder against the southeast wall that leads to the two rooms on the second floor.

Each has a good bed with mattress and down pillows. There's an oaken chest of drawers, and an oak table with three oak chairs in each room. There are pegs on the wall for hanging cloaks and gear.

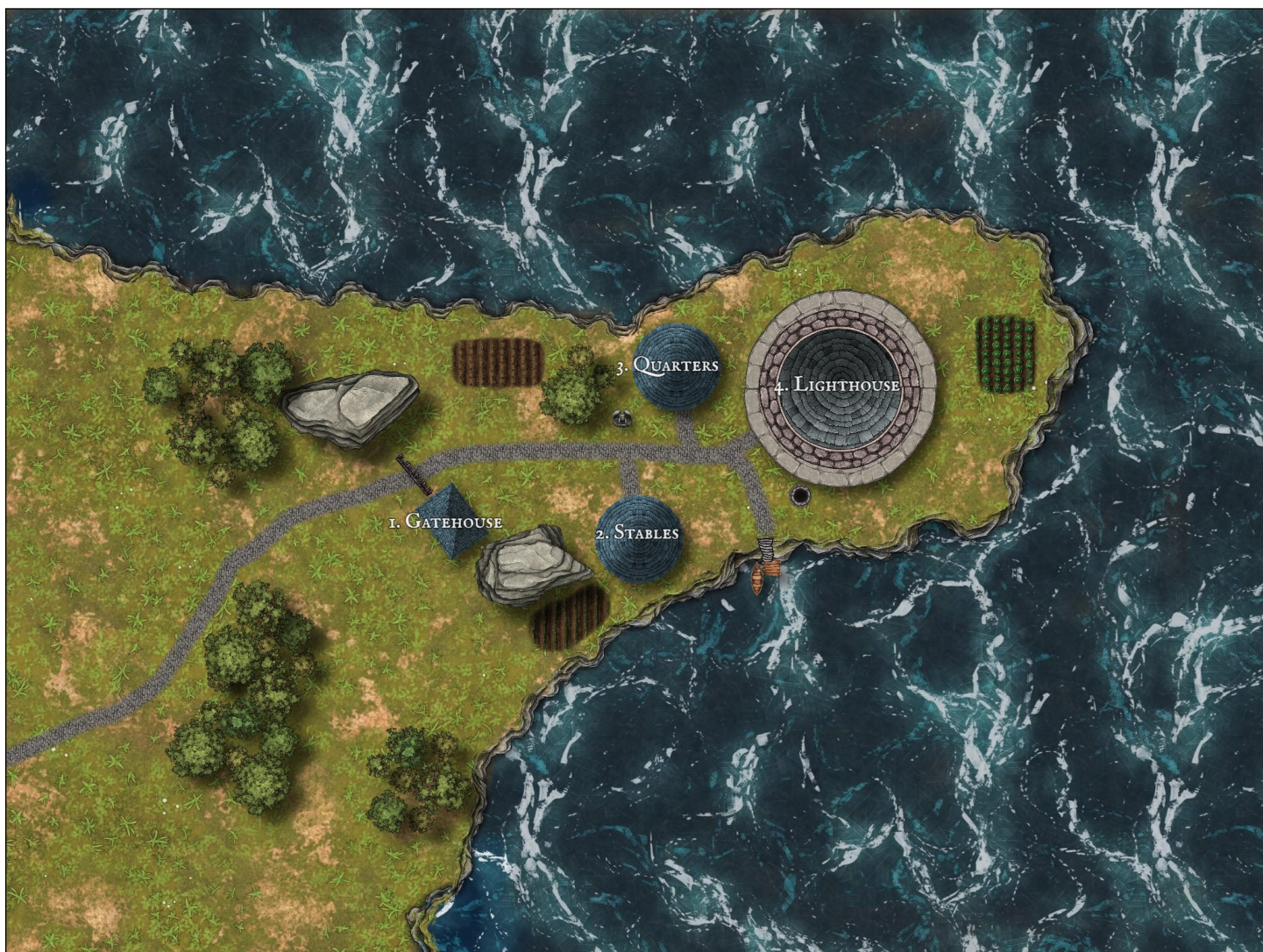
The groundskeeper's room has a small iron box in the chest of drawers. The box has a poison needle trap. Poison will do 4d8 damage or 2d6 if a save is made. Inside is 18PP, 44GP, gems: 100, 200, 400, 4x50GPV

There are no windows on the first floor but six window on the second floor; each is 1-foot-wide x 3 feet high. They have interior shutters that can be closed and barred.

The two horses can pull the wagon but can also be saddled and ridden separately.

Light War Horses, 1+4 hit dice, ac 8, hooves 2-5/2-5/bite 1-3 HP: 9 & 10

Stable boy, Teamster AL: 4 of 8, AL 3 of 8 Rider and Horse Care (Alvl 3 of 8)



Building 3 The Quarters

A hexagonal stone building, 60 feet side-to-side interior dimension, with walls 5 feet thick serves as the main quarters for the compound. There are narrow windows on five walls, 6 inches wide and 3 feet top to bottom. Each window has a leather cover that could be put in place for darkness and even a little help on maintaining the temperature.

The sixth wall, the southwest face, has an iron door that is six feet wide and 9 feet high. It has a good lock and can be barred from inside. There is a 3-inch diameter peep hole in the very center of door.

The building has a half-basement. It is used for storage including weapons and arrows. There is a passage from the basement of the quarters to the basement of the lighthouse.

The first floor is a common room and kitchen with seating for a dozen people via three oaken tables with four oak chairs around each. There is a 50-gallon water barrel with a spigot and, a 50-gallon wine barrel also with a spigot. 12-ounce

cups sit at the base of both barrels. Water is free, but the above-average wine is 1 SP per cup, which is put in a pot next to the wine barrel, on the honor system. There is a hearth with tools and a stack of cut wood.

A steep staircase leads to the second floor which can be secured by a trap door, which is usually open, but can be barred from the upper level.

The second floor is divided into three rooms. There are six windows, one on each face, 6 inches wide and 3 feet tall. These have a shutter on the inside and can be barred. Each room has a superior quality solid oak bed with down pillows, wool blankets, and cotton sheets. There is an oak table and two oak chairs in each room. There is also an upright oak chest of four drawers in each bedroom. A set of pegs, just inside the door, on the walls are used to hang clothing and a weapon.

The Lighthouse keeper and his wife have the largest of the three rooms and their upright chest has a false bottom which contains 114 GP in a cloth bag.



Building 4 The Lighthouse

The base of the lighthouse is 80 feet in diameter exterior dimension, with exterior stone walls being 5 feet thick at the base and gradually getting to be about 2 feet thick just below the light. It has four floors, with the first three being 20 feet in height with a central spiral stair going up to the fourth-floor light room. The third-floor walkway is crenelated with three-foot-high crenulation, then dropping to one foot high between each crenel. Spacing is one foot between the crenellations.

Basement

There is a half-basement under the north part of the Common Room accessed by a 6-foot square trap door next to the hearth that goes down a ladder. The trap door can be barred from below by someone standing on the ladder. The basement is used for storage. A hoist can be brought into position over the opening to lower and lift goods from below. Along the north wall of the basement is a door leading to a short passage that goes to the basement of The Quarters (Building 3).

First Floor

The first floor has 10 small 6 inch by 6-inch windows that are 17 feet up on the wall. They have a thick glass block in each window. Although they cannot be opened, during the day they cast dim light over the floor. Recall the walls are 5 foot thick.

A secondary kitchen/common room takes up the east half of the first floor. There is a storage room for food, pots and pans, dinnerware and other kitchen related items. There is spice shelf with 20 different spices (collection is 65GP)

The other half of the floor has two bedrooms of equal size. Each has a good oak bed and mattress, an oaken chest of drawers, an oak table and four oak chairs. There are ample pegs on the wall to hang things.

In the first bedroom, Lielie's (see The Defenders) book of spells is under a 3 foot by 3-foot trap door, which accesses a concealed compartment. It ranks as a concealed door (lizard

men will NOT go looking for concealed doors but one or more of the human attackers might). The trap door is Wizard Locked and since Lielie placed the lock she can bypass it at any time. Also within the concealed compartment are three empty scrolls, six bottles of ink, five quills and a box containing twelve 4-hour candles along with a tinder and flint.

The other bedroom belongs to the druid. There's a sleeping mat on the floor with dried mistletoe hanging above it. The floor beyond the head of the mat is covered in a mix of oak and maple leaves. There are pegs on the wall. A chest containing spare clothing and a pair of good boots. There is a spare cudgel and two slings with 20 bullets (not stones).

Second Floor

There are 12 evenly spaced 12 inch by 12-inch glass windows 5 feet above the floor, with the usual inside shutter. They cast some decent light into the two rooms on this floor. Here the outer stone wall is 5 feet thick.

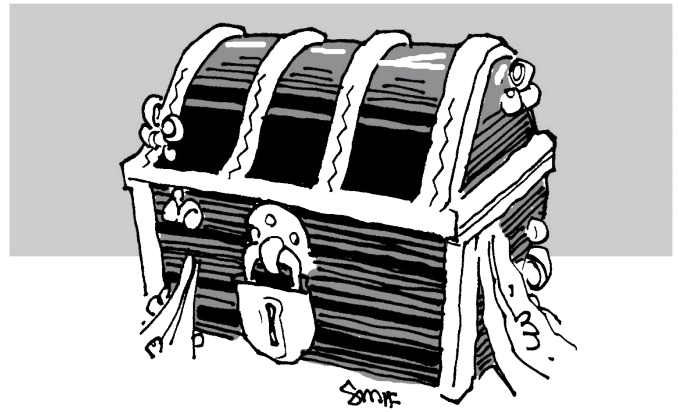
One room has a bookshelf with 40 books and an oak desk with a top that is at a 15-degree angle paired with a large oaken bench next to it. There is another square, oak table with two oak chairs and nearby there is a padded leather chair with an ottoman. A tin of pipe weed, and two pipes sit on the table.

Besides the windows, there's a chandelier hung in the middle of the room, which can be lowered or raised by a rope on a crank, near the door. The chandelier has a small glass box with a continual light gem in the center and there's a small bag which can be put over the box to reduce or blacken out the light. Sunlight during the day is sufficient to read a book during the day, but is marginal for writing a spell in a book, so the chandelier light is often left on all day.

The other room on this floor is a bedroom. It has a large mattress lying on the floor with a single fairly hard pillow. A small altar made of stones adorns one wall and has a statue trimmed with silver and gold (200GPV). In front of the altar, a large thick prayer rug shows sign of use.

Third Floor

Set into the lighthouse, an 8-foot walkway goes all the way around, with the aforementioned crenellations giving safety to those on duty, which creates a sort of battlement. Access to inside is via a 5-foot wide and 8-foot-tall iron door facing the north, which can be barred from the inside. The floor has six 1 foot by 1-foot windows with glass, and inside are shutters. The room on this floor is mostly a ready room, with barrels of arrows and bolts, various missile weapons, and a small triage area for dealing with injuries. Lastly an oak desk and chair with sighting logs sits out, ready for updates.

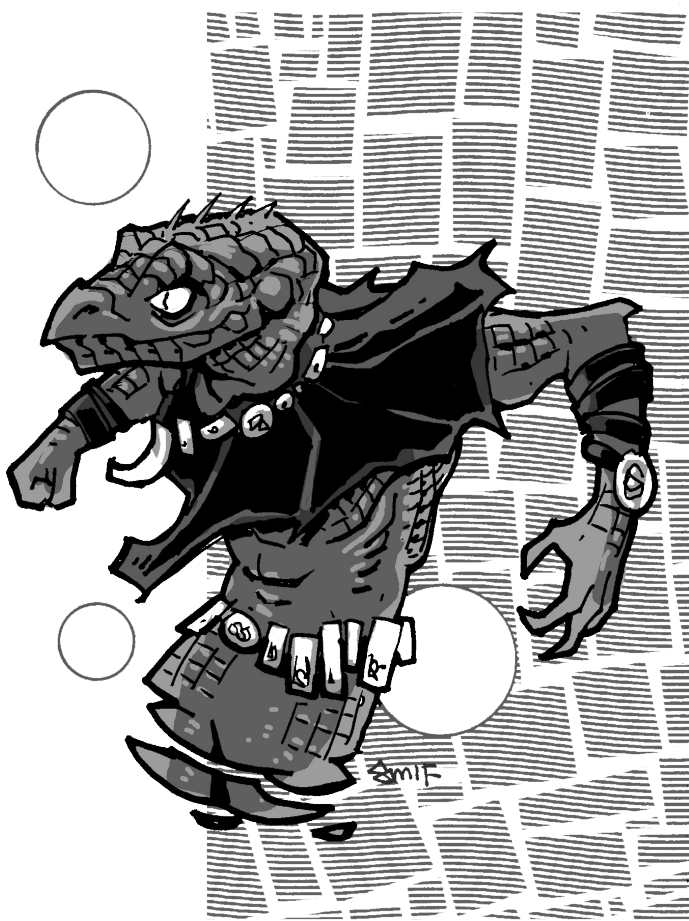


On the battlement, there's a spyglass (magnify x12) that has a mounting point along the east side in one of the crenellations of the third floor of the Lighthouse. The spyglass is stored in the lighthouse when not in use. One of the secondary jobs of the group is to watch for ships moving up and down the coastline. Observation is usually done for 10-20 minutes at time, two to five times per day.

An alarm gong, on the battlement, sits near the north door.

Fourth Floor

The light itself is on top of the building. It's a cylindrical magical contraption weighing about 600 pounds with 180 degrees of exposed glass, while the other half is stone. It is powered by continual light spells and the magical stone amplifies, but also uses up the magic, in exchange for the heavy-duty brightness it casts.



The Attackers

Three waves of lizard men will attack the lighthouse with two goals in mind. They are under the command of the three evil humans in the optional encounter.

Attacker Goals

1. Their primary goal is to kill all of the Defenders (and then loot the place and destroy the light)
2. Their secondary goal is to shut off the light.

It does not matter WHY they want the light out. It just matters that the players might realize the light is a focal point at some moment. That and killing all the defenders. Characters can stay to the bitter end or withdraw. If they run down the path or get on the rowboat they should be considered out of the combat.

For the optional encounter, the lizard men will be reinforced by three humans (the humans come up the cobble stone path or could move along either side of the path - even coming close to the very edge of the cliff). They would join the fray 10 minutes after sunset. The humans compelled the lizard men to attack and the lizard men recognize them as allies. Some treasure given to the lizard men was left back in the lair of the lizard men, which is near Asmogorgon.

The Lizard Men

The lizard men come from an underwater cave complex near Asmogorgon and are not related to the lizard men from Lizarton. They are known as the Clan of the Crescent.

They will fight with claws and bite. They have few weapons, but each group has a couple of grappling hooks on ropes. Each wave comes from a different direction (north, south, east) and the optional encounter of evil humans comes from the road to the west.

Climbing is done via a dexterity check each round. A failed check with a grapple is a stall. A failed check without a grapple is a fall, into the water, where they'll have to start again. The group from the south will use the stair by the pier.

Timing between the lizard men climbs start at sunset. A clap of thunder with lightning will add some fun after 2 minutes, five minutes and 8 minutes, then stop. Recall the land off of the cobblestones will be muddy. Defenders and evil humans can lose their footing if running or if in melee (dexterity check every round of running). Lizard men don't mind the mud.

There will be four lizard men who are shaman. There will be at least one in each group. The shaman are 2nd level, but they have two **darkness** spells each. Recall the lighthouse is protected by windows of glass. But a good-sized rock can shatter the outer glass. They have leather armor, each has hand mace, but they can forego those weapons for claw/claw/bite.

Lizard men, HD 2+1 (Leaders 3+1 HD, also Shaman up to 3rd level), Move: 180 feet per round underwater or swimming at the surface. On land up to 180' /round. Can climb at the rate of 90' /round on steep rocky surfaces. (The chance to fall on exposed rock above water is 7% per round, wet rock 11% per round)

Most do not wear armor but might employ a shield fashioned from a large seashell or slab of wood (AC: 7, with shield 6) They can fight with claws and bite (1-2/1-2 and 1-8) or by weapon; some might have a sword, club, or crude mace.

They are omnivorous but enjoy the taste of human flesh (as opposed to other demi humans). They speak their own language but 15% chance for a leader or shaman to speak a human dialect (Common most likely). They tend to be Neutral but many tribes have evil tendencies, especially those that ally with evil humans for some common purpose.

They see no value in human coins but trade in weapons, shields, various forms of quartz and other semi-precious stones. They often collect large seashells which they can use for trade or barter.

Roster

Lizard man Brute HD 2+1, claw/claw/bite (1-2/1-2 and 1-8), AC 7 (base) (10 individuals)

Wave 1 - HP: 16 15 15 15 15

Wave 2 - HP: 13 13 12 12 12

Lizard man Hunter HD 2+1, Spear (1-6) and bite (1-8), AC 6 (base plus shield) (10 individuals)

Wave 1 - HP: 17 17 17 16 16

Wave 2 - HP: 14 14 14 14 13

Lizard man Leader, HD 3+1, short sword (2-7) +1 strength, AC: 6 (human circular shield 2' diameter) (2 individuals) 1

Wave 1 - HP: 22

Wave 2 - HP: 19

Lizard man Shaman, HD 3+1, Spear (1-6) +1 strength, AC: 6 (shield) (4 individuals)

Leather, claw/claw/bite, AC 7.

Wave 1 - HP: 23

Wave 2 - HP: 20

Wave 3 - HP: 22, 19

2nd level spell caster, capacity 2 (**darkness** x 2), range 360 feet, duration 3 turns + ½ turn per level

Lizard man Chief, HD 4+1, 3 attacks, long sword (2-9), short sword (2-7), bite (1-8), AC 4 (armor plus shield) (1 individual)

Wave 3 - HP: 26

Wave 1 has 12 figures total including one leader and one shaman (attack north cliff)

Attack at sunset. There is footing along the base of the cliffs. 3 can climb at once using grapples.

It will take them 2 rounds to scale the cliff with grapples or 4 rounds without.

Wave 2 has 12 figures total including one leader and one shaman (attack east cliff)

Attack at 4 minutes after sunset. There is footing along the base of the cliffs. 4 can climb at once using grapples. It will take them 2 rounds to scale the cliff with grapples or 4 rounds without.

Wave 3 has 3 figures total including 1 chief and 2 shaman (attack via steps from pier)

Attack at 8 minutes after sunset. They will come running up the steps. It will take them 2 rounds to run up the steps.





Optional Encounter

The three humans have control over the lizard men. They are from Asmogorgon.

One of the humans will have a **Vial of Blackness**. If thrown at the light it will shut it off and remain in effect for 24 hours. The ships at sea in the strait will be in jeopardy and will be in pitch black seas after about 30 minutes.

If three light or continual light spells are tossed at it, the light house can be reinstated (Insight: if one of the players thinks out of the box and realizes the **Continual Light** can also be thrown on one of the other buildings as a stop-gap measure, or even on the stones of the cliffs give him/her a reward).

Crow

Male, Human, Thief

level 4 S13 I14 W12 D18 Cn 13 Ch12 HP: 18

Leather AC 8/8/4

Short Sword +1 to hit and damage. Sling (he could use the sling to cast the vial but at -3 because it is not a stone and the range is far)

He has **the Vial of Blackness**

He is an accomplished climber. He has scouted the lighthouse one night three days ago and at least has an idea of the lay of the land and building placements.

The thief will try to sneak up on the place once melee starts. His goal is tossing the **Vial of Blackness**. Then he can run off or join the melee as opportunities arise.

Whispers in your ear, "surprise..."

Scarlet

Female, Human Cleric Of Pyremius

level 5 S12 I13 W16 D15 Cn14 Ch15 HP: 24

chain & shield +1 AC: 5/3/2

Mace +1 to damage only, three throwing hammers

First level: cure light wounds, cure light wounds, darkness, darkness, bless

Second level: hold person x 2, spiritual hammer, silence, magic stone (ed2)

Third level: dispel magic, cause disease (that is a touch spell)

"The servants of Pyremius are the only ones who may hold the light."

Brassard

Male, Human Fighter

Level 5 S17 I9 W11 D15 Cn16 Ch 9, HP: 40

chain +1 & Shield AC 4/3/2

Long Sword +1 to hit and +2 to damage, Long bow and 20 arrows, dagger

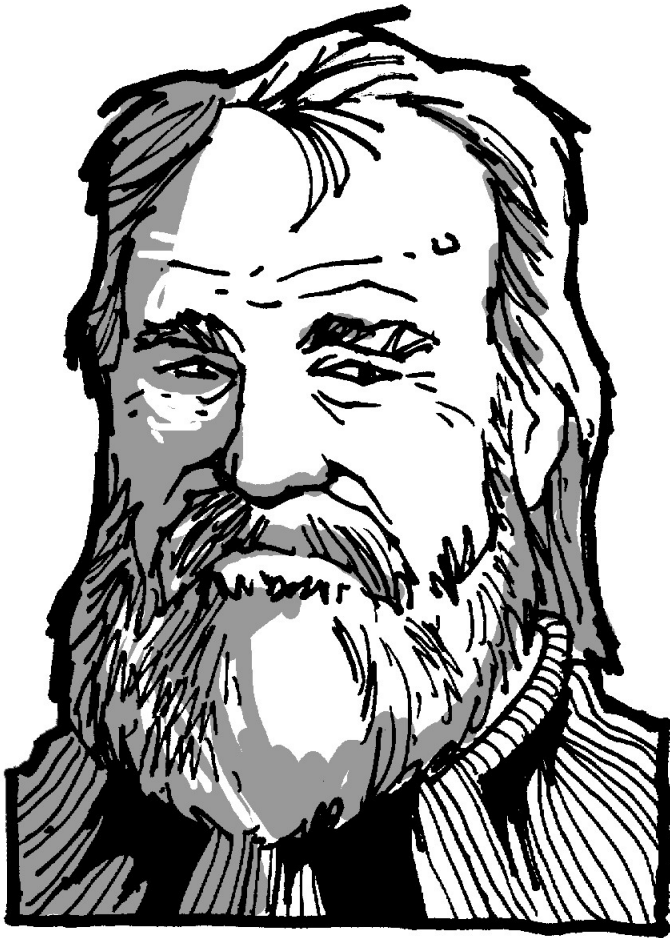
He is there to go toe to toe with one or two of the better fighter types. His morale is good. If he gets down to 5 or fewer hit points however, he will run away if he can.

"Shouldn't you be running away now?"

The Lighthouse Defenders

The players are choosing the role of the defenders. Here they are, including their optional starting locations.

Fenwick the Ranger



Roles: Father of Fenetta, "Keeper of the Keys," Lesser Knight, Lighthouse Keeper, Husband of Abetta.

Starting Location: In The Quarters, his bedroom, getting ready for dinner.

Ranger, Lv 5 (Swashbuckler), S16 I15 W14 D16 Cn 16 Ch 10, Hit points 59, GN, Fenwick can read and write in common and Keolandish. He speaks basic elvish and knows the meanings of many Runes.

Chain +1 & Shield +1, AC: 4/2/0. **Brooch of Seeing**. This silver brooch can see through illusions, including invisibility, 80% of the time at a range of 90 feet. It also gave the wearer Infravision. 9000GPV. Purse, 3GP, 44SP, 22CP, gem 100 GP.

Fenetta



Roles: son of Fenwick and Abetta

Starting Location: Lighthouse Battlement

Fighter, Lv 4 (Hero), S17 I13 W13 D15 Cn15 Ch 13, HP 32, GN, Kord

Chain & Shield, AC: 5/4/3. **Ring of Protection from Poison, +3 on all poison saves**, 7500GPV

Long Sword +1 to damage only, four throwing daggers, hand axe Fenetta can read and write Common. Alvl (3 of 8 Farmer) Alvl 5 of 8 Flutist, Alvl 3 of 8 cobbler

Purse: 15GP, 6SP, 34CP, four black pearls worth 50 GP each

Garl



Roles: Carpenter, Long-term Resident of the Lighthouse

Starting Location: The Lighthouse, Second Floor Bedroom

Fighter/Cleric/Dwarf Lv 3/3, S16 I12 W15 D16 Cn 15 Ch9, HP: 24, Clangedin Silverbeard

Steel breast plate over chain & shield AC 5/4/2 (but frontally toe to toe 3/2/0)

Hammer plus three throwing hammers

Spells Known

First level: bless, command*, cure light wounds, detect evil, detect magic, light, and sanctuary

Second Level: ceremony coming of age**, burial **, marriage, endure heat, magical stone, find traps, resist fire, silence, hold person, speak with animals

Capacity 2+2, 1+1 (player will memorize these openings prior to 10AM start)

Spells Memorized

First level: bless, cure light wounds, _____

Second level: _____, _____

* **Command** must be spoken in the target's language. ** These two **ceremonies** are performed on other dwarves only. (He can marry couples of any race)

Carving wood into small toys (Alvl 5 of 8). Sings Base (Alvl 5 of 8)

Purse: 15GP, 34SP, gems: 200, 250, 4x50GP

Lielie



Roles: Cook, Farmer

Starting Location: The Lighthouse, First Floor, eating and cooking in the kitchen.

Magic User, Female Lv 3, S12 I16 W13 Dx16 Cn16 Ch13, HP: 14, LN(g), Lydia

Ring of Protection +1, AC: 9/9/7, nine darts in a bandoleer (3 per round)

Spells Known

Cantrips: flavor, salt, spice, sweeten, palm, present, blue light, smoke puff, whistle, moan

First level: dancing lights, enlarge, find familiar, identify, read magic, shield, sleep, write, detect magic, unseen servant, ventriloquism, alarm, wizard mark

Second level: continual light, knock, wizard lock, mirror image, pyrotechnics, strength, forget

Spells Memorized

First level: enlarge, _____

Second level: mirror image

Capacity, 2, 1 (cantrips 4 instead of one first level spell)

Lutist (Alvl: 5 of 8), Cook (Alvl: 5 of 8), Vegetable Farmer (Alvl 4 to 8) maintains small vegetable plots

Purse: 3GP, 8SP, 14CP, gems 200, 4x50 and 8 x 25GPV

Abbender



Roles: Guard, Farmer

Starting Location: Under a tree next to The Quarters

Druid, Lv 4, S12 I 10 W16 D16 Cn15 Ch16, HP: 27, N (g), Phyton

Leather Armor & wooden Shield AC: 8/7/5

Cudgel and Sling

Spells Known

First level: animal friendship, detect magic, entangle, pass without trace, predict weather, shillelagh, speak with animals

Second level: charm person or mammal, create water, cure light wounds, heat metal, obscurement, produce flame, warp wood

Third level: call lightning, hold animal, neutralize poison, pyrotechnics, tree, water breathing

Spells Memorized

First Level Spells: Detect Magic, Predict Weather, Shillelagh, Animal Friendship, _____, _____

Second Level Spells: Cure Light Wounds, Cure Light Wounds, Obscurement, _____

Third Level Spells: Call Lightning, Neutralize Poison, Pyrotechnics, _____

Capacity: 4+2, 2+2,

2+2 (player will memorize these openings prior to 10AM start)

Shepard (Alvl 6 of 8), Farmer (Alvl 5 of 8)

Purse: 14GP, 18SP, 6CP, a single gem worth 100GPV

Probonno



Roles: Stablehand

Starting Location: Stables

Fighter, Lv 3, S15 I12 W12 D13 Cn16 Ch11, HP: 23, NG, Norebo

Studded Leather & Shield AC 7/6/6

Short Bow (18 arrows), Short Sword, 4 throwing daggers

Stable boy, Teamster Alvl 3 of 8, Horse care (Alvl 2 of 8) Purse: 5GP, 8SP, 19CP

Escarpo



Roles: Groundskeeper

Starting Location: The Lighthouse, First Floor, eating in the kitchen.

Thief, L3, S13 I12 W12 D16 Cn12, Ch19, HP: 14, N, Norebo

Leather, AC: 8/8/6 **+1 Short Sword to hit only, and Detects evil at a range of 40 when held.** Four throwing daggers.

Pick Pockets 40%, Open Locks 33 +5%, Find, Place & Remove Traps 30%, Move Silently 27%, Hide in Shadows 25%, Hear Noise 20%, Climb Walls 87%

Escarpo has climbed from the ocean surface to the top of the cliff many times. He can climb from the pier to the top on a known path up the rocks 100 % of time (when not raining, and 80% when raining). In other locations he has 4% chance to fail if the cliff is dry, and 8% if it wet or damp.

Purse: 5GP, 12 SP, 8 CP. In his boot heels are 4PP in each boot.

Abbwick



Roles: Daughter of Fenwick and Abetta, Farmer

Starting Location: Lighthouse Battlement

Fighter female, Lv 3, S16 I12 W12 D16 Cn13 Ch15, HP: 27, NC(g), Phytan

Leather & Shield, AC: 8/7/5. **Ring of Magic Missile Turning.** If a Magic Missile spell is used on the wearer a portion of Damage is turned back on the spell caster. The percentage turned back is $d4 \times 20\%$, 8000GPV

Long Bow (24 arrows), Long Sword, **+1 Dagger to hit only.**

Alvl 3 of 8 Farmer, Alvl 4 of 8 Tumbling, Alvl 3 of 8 Juggling, Alvl 4 of 8 Singing

Purse: 1PP, 4GP, 18 SP, 18CP. Gem 3x75GP

Abetta



Roles: Mother of Fenetta, Wife of Fenwick, Farmer, Singer
Starting Location: In The Quarters, her bedroom, getting ready for dinner.

Cleric, Lv 5, (Curate), S12 I12 W17 D15 Cn 15 Ch14, HP 37, GN("c"), Phaulkon Plays the Lute and sings (bass) Alvl 6 of 8.

Studded Leather & **Shield +1**, AC: 7/5/4. Holy Symbol, 4 vials of Holy Water

Can read and write Common. Alvl (scribe) 6 of 8, Alvl (cook) 5 of 8, Alvl (sing soprano) 6 of 8, Alvl 4 of 8 Farmer.

Spells Known

First level: bless, command, create water, cure light wounds, detect evil, detect magic, light, protection from evil, purify food & drink, remove fear, resist cold, sanctuary, ceremonies, combine, endure cold, endure heat, magic stone magical vestment & portent

Second level: hold person, silence, augury, know alignment, speak with animals, slow poison, sanctuary, ceremony of dedication, ceremony consecrate item, death prayer, holy symbol

Third Level: continual light, cure disease, dispel magic, prayer, locate object, speak with dead, dust devil, remove paralysis, water walking

Spells Memorized

First level: bless, cure light wounds, detect evil,

Second level: hold person, silence, slow poison,

Third level: continual light,

Spell Capacity: 3+2, 2+2, 1+1. Player will fill in the blanks prior to the 10AM start time

Purse: 4GP, 18SP. Gem 4x50GP

LIZARD MAN: Clan of the Crescent

	<u>Brute</u>	<u>Hunter</u>	<u>Shaman</u>	<u>Leader</u>	<u>Chief</u>
FREQUENCY:	Common	Rare	Rare	Uncommon	Rare
NO. APPEARING:	10-40	5-20	1-4	1-6	1-2
ARMOR CLASS:	6	6 (5)	6	5 (4)	5 (4)
MOVE:	6"/12"	6"/12"	6"/12"	6"/12"	6"/12"
HIT DICE:	2+1	2+1	3+1	3+1	4+1
% IN LAIR:	30%	30%	30%	30%	30%
TREASURE TYPE:	D	D	D	D	D
NO. OF ATTACKS:	3, claw x2, bite	3 or weapon	2, spear and bite	2, short sword, bite	2, long sword, bite
DAMAGE/ATTACK:	1-2/1-2/1-8	1-6 javelin	1-6 spear, 1-8 bite	2-7/1-8	2-9/1-8
SPECIAL ATTACKS:	See below	See below	Spell casting	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
INTELLIGENCE:	Low (average)	Low (average)	Low (average)	Low (average)	Low (average)
ALIGNMENT:	Neutral	Neutral	Neutral (E)	Neutral	Neutral
SIZE:	M (7' tall)	M (7' tall)	M (about 7' tall)	M (7' tall)	M (7' tall)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil



The lizard men come from an underwater cave complex near Asmogorgon and are not related to the lizard men from Lizarton. They are known as the Clan of the Crescent.

They will fight with claws and bite. They have few weapons. These are often carried by the larger leaders or the hunters of the tribe. The leaders, allied with evil humanoid, sometimes outfit the common tribesman grappling hooks on ropes.

The spiritual needs of the lizard men are tended by shaman. There will be at least one in each group. The shaman are 2nd level, but they have two darkness spells each. They have leather armor, each has hand mace, but they can forego those weapons for claw/claw/bite.

These lizard men, HD 2+1 (Leaders 3+1 HD, sometimes Shaman up to 3rd level), Move: 180 feet per round underwater or swimming at the surface. On land up to 180' per round. Can climb at the rate of 90' /round on steep rocky surfaces. (The chance to fall on exposed rock above water is 7% per round, wet rock 11% per round)

Most do not wear armor but might employ a shield fashioned from a large seashell or slab of wood (AC: 7, with shield 6) They can fight with claws

and bite (1-2/1-2 and 1-8) or by weapon; some might have a sword, club, or crude mace.

They are omnivorous but enjoy the taste of human flesh (as opposed to other demi-humans). They speak their own language but 15% chance for a leader or shaman to speak a human dialect (Common most likely). They tend to be Neutral but many tribes have evil tendencies, especially when allied with evil humans for some common purpose.

They see no value in human coins but trade in weapons, shields, various forms of quartz and other semi-precious stones. They often collect large seashells which they can use for trade or barter.







2. SECOND FLOOR



3. TORCH HOUSE



1. FIRST FLOOR



LENARD LAKOFKA

IN DEDICATION AND LOVING MEMORY OF

JANUARY 10, 1944 – OCTOBER 23, 2020

Dragon Magazine, Leomund's Tiny Hut

L1 The Secret of Bone Hill (TSR, 1981)

L2 The Assassin's Knot (TSR, 1983)

L3 Deep Dwarven Delve (TSR, 1999)

L4 Devilspawn (Released on Dragonsfoot for free 2009)

L5 The Kroten Campaign (Released on Dragonsfoot for free 2013)