

Zan's Adventures



GORDON'S BLUFF

5E COMPATIBLE

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This module is compliant with the Open Game License (OGL). The OGL can be found on page 49 of this module.

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Hi, I'm Zan! Thanks for checking out my adventure Gordon's Bluff. This page shows how to use this adventure module. The adventure starts on the next page. Have fun!

ROOM 66: A GAZEBO



EXAMPLE Both the room number and location for each room is listed in bold grey text at the beginning of each room's listing.

DM Note:

DM Note's are information that is meant just for the DM.

Brown text in brown boxes (or between brown lines) is description that is meant to be read Out loud to the players. EXAMPLE: You see two large birds staring at you.

Text in blue boxes (or between blue lines) is Non-player Character dialogue that is meant to be read out loud as an NPC. EXAMPLE:

BIRD: "Yo brother, can you spare some bird seed? This place is for the birds..."

BIRDS PERCEPTION:

Ability checks show what happens on a success, or a failure. If nothing is listed for a failure, then nothing happens.

EXAMPLE: If the players wish to check out the birds, then have them make a WISDOM (Perception) check DC 15.

ON SUCCESS:

You realize that they aren't really birds at all, but are actually two fat men in bird costumes sitting in a tree.

ON FAILURE:

You think that they are the most beautiful birds you have ever seen.

IF THE PLAYERS ATTACK THE BIRDS:

Grey boxes are optional decision boxes, and can trigger a series of related actions.

You move to attack the birds. One of the birds sees you coming, and looks scared, as he moves quickly to flee he trips over his own legs and falls out of the tree. Hitting the ground hard with a loud *thud* then a fart.

BIRD: "Oh Glenn, that's nasty! Whatcha been eating? That ain't no bird seed."

Roll for initiative. The players attack the birds.

The top and bottom of each page lists what is on that page.

DM Note: Adventure Short Summary

An incompetent wizard (Vex Nictum) acquired a silver circlet that gave him magical powers. In secret, he used these powers to take over a local lighthouse and convert it into his own dangerous wizard tower. The loss of the lighthouse destroyed the economy of the nearby hamlet (Gordon's Bluff).

The desperate hamlet of Gordon's Bluff needs some adventurers to solve the mystery of who took over the lighthouse, and to clear it of monsters. The local Inn owner (Berl Newman) will try to hire the player characters to fix this situation.

This adventure is broken into two parts. The 1st part is focused on investigation and role-playing and takes place in the hamlet of Gordon's Bluff. The 2nd part is focused on combat and takes place in the lighthouse. If your group would prefer to just focus on combat, feel free to start the players on Page 16 of the module at the lighthouse.



DM Note: Backstory

In a remote area, near the roaring seaside is an immense cliff which looks out over the ocean. That cliff is named Gordon's Bluff. At the base of the cliff is a small remote hamlet, which is named after the cliff, the hamlet of Gordon's Bluff. On the top of the cliff stands a mighty lighthouse; whose light guides ships from miles away, safely through the rock infested waters, to the tranquil harbor of the hamlet of Gordon's Bluff. Well, it used to.

In those days, the small hamlet of Gordon's Bluff bustled with activity day and night. Deep sea ships lined up for miles to make port at the hamlet's large dock. The tavern was always full of passing sailors. The shipyard was always busy with constant ships to repair. The general store was always packed with customers. Gordon's Bluff was rich and prosperous. But then, as so often happens in life, things changed.

One night the mighty lighthouse on the top of the cliff went dark. Never to light again. Some of the concerned townsfolk trekked to the top of the cliff to check on the lighthouse. Most of them never returned. The few who did screamed of horrible blood thirsty monstrosities that had overrun the lighthouse.

The townsfolk knew that the lighthouse was the life blood of their hamlet. They quickly called a town meeting and raised funds to hire adventures to clear out the lighthouse. They placed these funds into the hands of Berl Newman, the owner of the town's Inn, and one of the communities most trusted members.

Berl offered these funds as a reward to any that could free the lighthouse of its terrible evil. Many adventurers tried, but none returned.

With the lighthouse out of commission, ships crashed onto the jagged rocks below the cliffs. Ships sunk. Cargos were lost. Many sailors were sent to their final resting place beneath the waves.

Word soon got out that Gordon's Bluff was a place of death. The ships quit coming. The hamlet's economy collapsed. As the years passed, most of the townsfolk left Gordon's Bluff. A few fishermen and merchants still hang on, in the now desperately poor and forlorn hamlet of Gordon's Bluff.

CAST OF CHARACTERS

Feel free to add any NPC's of your own creation to the game.



BERL NEWMAN - INN OWNER

(Berl's Character Stats are on Page 40.)

Berl is the bartender and owner of the Gordon Bluff's Inn (Building 4 on the Town Map). He is a friendly, jovial middle-aged man who loves a good pun (And many bad ones). He will gladly tell the player characters the backstory of the hamlet, and about the 561 Gold Pieces reward for clearing out the lighthouse.



LUCY STURG - GENERAL STORE OWNER

(Lucy's Character Stats are on Page 40.)

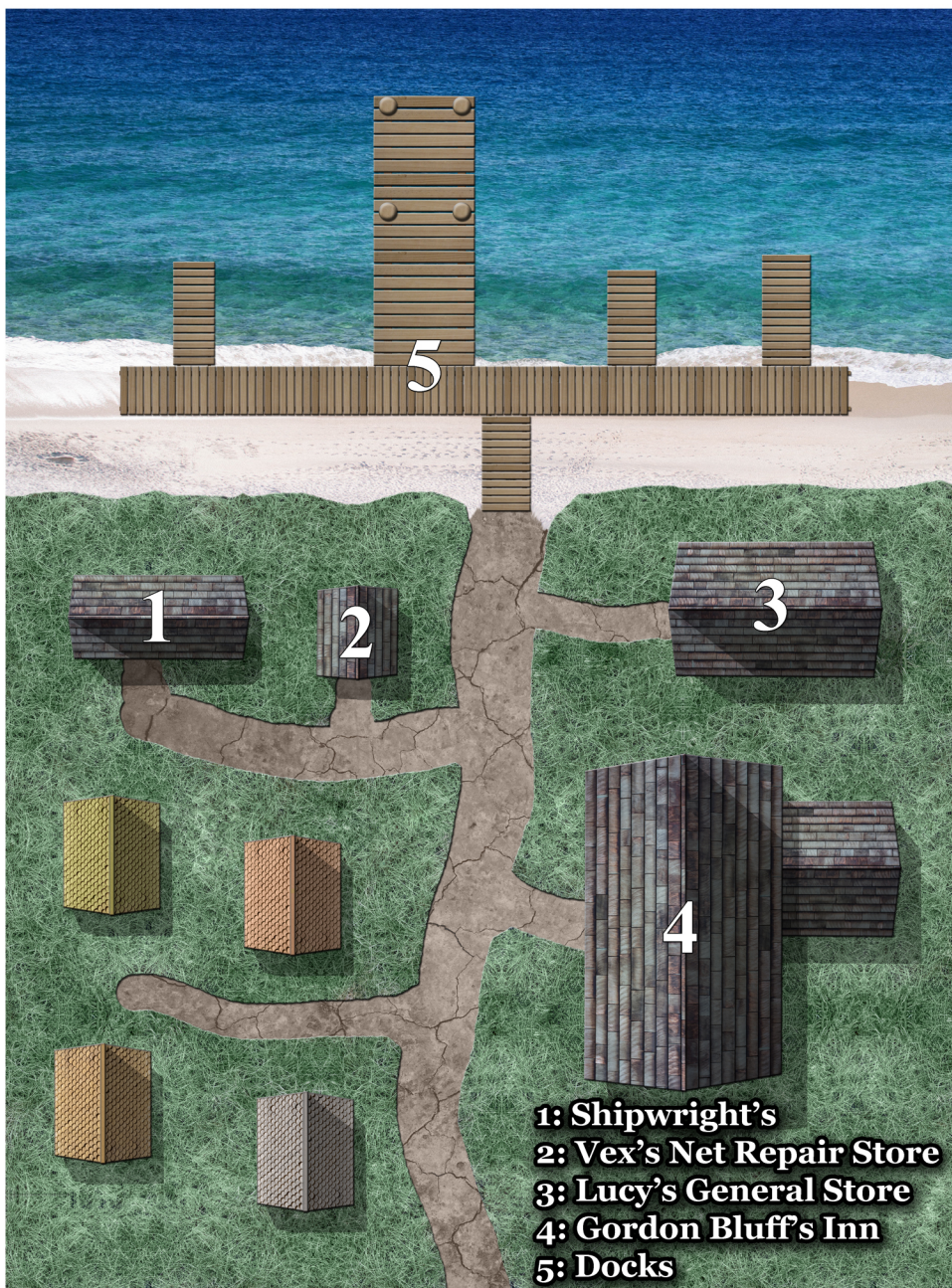
Lucy is the owner and operator of the General Store (Building 3 on the Town Map). She is kind and helpful. She has good things to say about Berl and Vex.



VEX NICTUM - NET REPAIR STORE OWNER

(Vex's Character Stats are on Page 37.)

Vex is the owner and operator of the now failed and shutdown net repair shop (Building 2 on the Town Map). He comes from a long line of wizards. His father wanted him to be a wizard, but Vex failed terribly at it. He is a moody young man with short black hair, a scruffy goatee, and brown eyes. He always wears cheaply made orange bathrobes. When in town, he wears a cheap burlap sack as an impromptu hat to hide the magic silver circlet that he wears beneath it.



THE HAMLET OF GORDON'S BLUFF

DM Note:

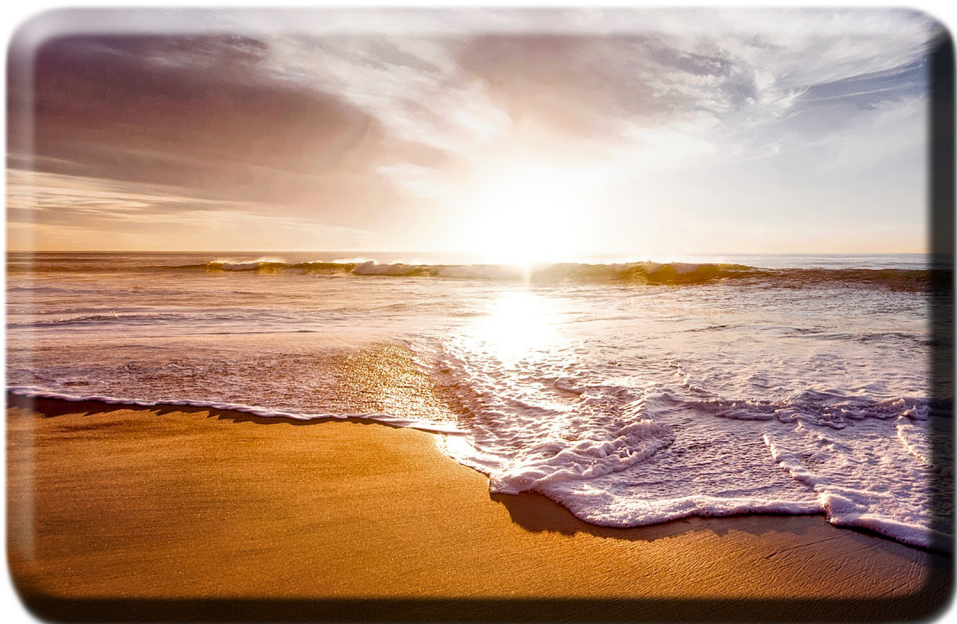
The small buildings on the bottom left of the map are the abandoned homes of fishermen. Feel free to keep them abandoned, or fill them with NPC's of your own. The NPC's would know the backstory of this hamlet, which is found on Page 4. To begin the adventure, read the section below to your players.

It is a beautiful breezy late afternoon. The salty smell of the sea hangs on the wind. You are traveling along an old dusty road. Small patches of weeds dot the road, as though it is seldom used.

On your right, you pass a small wooden sign. It is old and bent, surrounded by tall, uncut grass. As though drowning in a sea of green. The paint on the sign is chipped, and faded. You can barely make out the words "Gordon's Bluff" painted on it.

As you continue down the dusty road, you hear the sound of crashing waves. In the hazy distance you see an immense cliff. On the top of the cliff, is a large white lighthouse.

You follow the road down, down, towards the base of the cliff. Revealing a small seaside town in the shadow of the cliff. Smoke rises from the chimney of the largest building in town (Building 4 on the map). If it weren't for that smoke though, you'd swear that this was a ghost town. The streets are empty, the docks are empty, and the buildings look neglected.



BUILDING 1: SHIPWRIGHT'S

DM Note:

This building is abandoned. The doors and windows are locked, but the players can break into the building.

You walk up to the long wooden building. It, like much of this town, seems to have been abandoned long ago. Most of the paint on the walls of the building has been worn away by the elements. Here and there, though, you make out a few stubborn flakes of brown paint that have refused to be moved.

Above the door is a small wooden arm with broken chains attached that must have once held a sign. Nearby, in the deep weeds that surround the building, you can see the sign that must have hung in better days. It is made of wood, and has the image of a ship, and a wooden mallet engraved upon it.

IF THE PLAYERS TRY TO BREAK INTO THE BUILDING:

The players can break into the Shipwright's Building by:

1: Breaking open a door or window with a successful **STRENGTH** check DC 13.

OR

2: Picking open the lock on the front door with a successful **DEXTERITY** (Thieves' Tools) check DC 10.

IF SUCCESSFUL:

You enter the long building. It takes a moment for your eyes to adjust to the darkened room. When they do, you see that the interior of the building is just one large room. In better times, the local shipwright would have fixed boats and small ships in this area. But this room has been abandoned for a long time.

There are several broken wooden work tables, and saw horses spread through out the building. Cobwebs and dust are everywhere. A few small rays of light pour through the holes in the ceiling.

SEARCH THE ROOM:

If a player wishes to search the room, then have them make a **WISDOM** (Perception) check DC 15.

ON SUCCESS:

You search through the dust and debris of the room, trying to avoid the rusty nails and broken shipwright tools which litter the floor. Constantly swiping away the cobwebs that overwhelm this place.

(Continued on Next Page.)

ON FAILURE:

You try to search through the dust and debris of the room. Everywhere you turn cobwebs stick to your face, and get in your hair.

(Continued on Next Page.)

SUCCESS CONTINUED:

Next to a small plank you find a couple of copper pieces. As you move the small plank, you discover a hole in the floor beneath it. To your sudden surprise, from inside of the hole, you see many beady eyes staring back at you.

Four Wharf Rats attack (Wharf Rats Stats are below). Roll initiative.

FAILURE CONTINUED:

As you frantically attempt to wipe the cobwebs off of yourself, your foot accidentally kicks a nearby plank revealing a hole in the floor. To your horror, Warf Rats pour out of the hole.

Four Wharf Rats attack (Wharf Rats Stats are below). Roll initiative, give the Wharf Rats a +9 to Initiative, instead of their normal +2.

**ENEMY: 4 WHARF RATS**

Small Beast, Unaligned

Armor Class 12

Hit Points Rat 1: 5
Rat 3: 11

Rat 2: 8
Rat 4: 8

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (0)	2 (-4)	10 (0)	1 (-5)

Senses Darkvision 60 ft, Passive Perception 10

Languages -

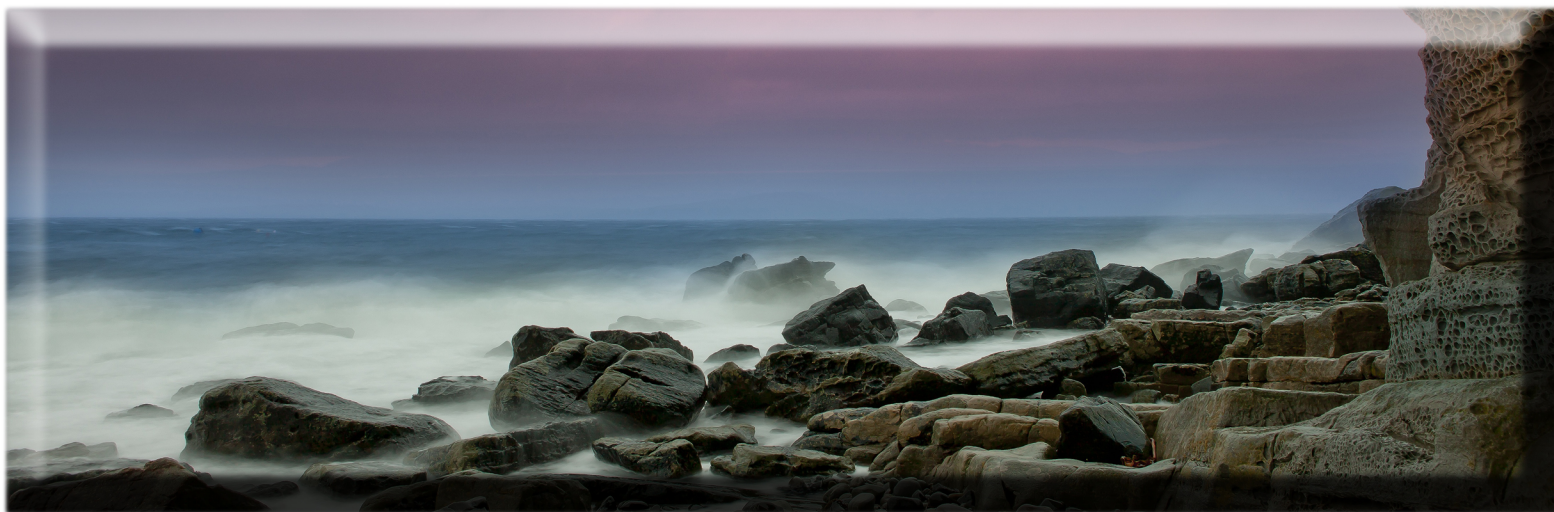
Challenge 1/2 (100 XP)

Keen Smell. The rats have advantage on WISDOM (Perception) checks that rely on smell.

**ACTIONS**

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target.

Hit: 2 (1d4) piercing damage.



BUILDING 2: VEX'S NET REPAIR STORE

DM Note:

This building is abandoned. The doors and windows are locked, but the players can break into the building.

Before you stands a small crooked building. It is made of old wood, and leans slightly to the side as though it could collapse at any moment. It is surrounded by tall grass and weeds. The front door is a faded red. Next to the front door is an old wooden sign which reads "Net Repair."

IF THE PLAYERS TRY TO BREAK INTO THE BUILDING:

The players can break into the Net Repair Building by:

1: Breaking open a door or window with a successful STRENGTH check DC 10.

or

2: Picking open the lock on the front door with a successful DEXTERITY (Thieves' Tools) check DC 8.

IF SUCCESSFUL:

You enter the small building and see a counter in front of you. Dust covers it. Dust covers everything in this small building. On top of the counter is an old rusted bell. Hanging from the walls are old fishing nets. In the back of the room, beyond the counter, you can make out an old straw mattress.

SEARCH THE ROOM:

If a player wishes to search the room, then have them make a WISDOM (Perception) check DC 10.

IF SUCCESSFUL:

You begin searching around the small room. Under the counter you find a small can that contains 5 silver pieces.

Then you turn your attention to the straw mattress in the back. It is ripped, torn, and covered in dust. You press down on it, and feel nothing, but straw. You lift it up, and see several cockroaches scurry out from under it. Quickly, you drop the mattress back down.

As you turn away from it, you almost catch yourself on a nail that is sticking carelessly out of the wall. You bend down for a moment to better inspect the nail, and notice that several threads of orange fabric hang off of the nail. As though someone, less perceptive than yourself, caught themselves on that same nail.

BUILDING 3: LUCY'S GENERAL STORE

Unlike most of the town, the wooden building in front of you is in good shape. The walls are painted a bright red. In front of the building stands a wooden sign. The sign is painted in bright colors, with a painting of festive seagulls wearing hats on it. Under the seagulls, are the words "Lucy's General Store."

IF THE PLAYERS ENTER THE STORE:

DM Note:

This general store sells anything that a player could normally buy at a regular general store. Feel free though to modify that to suit your own campaign.

As you open the door and walk into the general store, you hear a little bell ring. The walls are lined with shelves that are full of goods. Several aisles fill the middle of store, with even more shelves. Despite being full of goods, the store feels empty, as there are no shoppers anywhere to be seen.

On your right side, as you enter, you see a small wooden counter with some seagulls in Top Hats painted on it. Behind the counter is a pretty blonde woman. She seems surprised to see you. After a moments shock, she awkwardly says, "Hi, welcome to my General Store, I mean Lucy's General Store, that's me, Lucy. What can I get for you today?"

DM Note:

Lucy is surprised to see the players. Since the lighthouse went dark, the general store gets very few new customers. Lucy's picture is on Page 5, and her character stats are on Page 40.

QUESTIONS FOR LUCY:

These are Lucy's most likely responses to a few potential player questions. Lucy is kind and friendly. She has good things to say about Vex and Berl. She has lived in the hamlet of Gordon's Bluff for many years, and can tell the players anything from the "Backstory" section on Page 4. Feel free to change any of this, or make up your own stuff.

HOW IS BUSINESS?

LUCY: "Since the lighthouse went dark, and the ships quit coming it has been horrible. In the old days we made money, hand over fist. Now, I barely get by. Bartering for fish or a coin or two with the few remaining fishermen. There's only so much you can do with fish. Fish stew, fish soup, fish sandwiches, fish casserole. I am so sick of eating fish. Ahhh, but you didn't come here to listen to me whine."

(Continued on Next Page)



QUESTIONS FOR LUCY CONTINUED:**WHY ARE THERE SEAGULLS (BIRDS) ON YOUR SIGN/COUNTER?**

LUCY: "Well, cause you could say this place is for the birds. (sighs) Berl, painted it for me, he likes silly puns like that."

WHO IS BERL?

LUCY: "Berl runs the inn next door. I've known him forever. He's a sweetheart. Berl and I are the last stubborn ones that have refused to close shop, since the lighthouse went dark. He loves a good pun, and way too many bad ones. "

WHO IS VEX?

LUCY: "Vex is the young man who used to run the net repair shop. Sadly, there's little need for net repair shops anymore. The few fishermen that are still around can take care of their own nets. Vex is a good kid though. A bit moody, but always willing to lend me a hand."

BUILDING 4: GORDON BLUFF'S INN**DM Note:**

Berl Newman runs the Inn. If he hears that the players are adventurers he'll mention the trouble with the lighthouse, and the 561 GP reward for fixing it. Berl's picture is on page 5, and his stats are on Page 40.

In front of you stands a large two story Inn. Smoke rises lazily from its chimney. The walls are painted a dirty white. Above the front door hangs an old wooden sign, which reads "Gordon's Bluff Inn" in faded yellow letters. This Inn is incredibly large, for a hamlet this small.

IF THE PLAYERS ENTER THE INN:**DM Note:**

When the players enter the room, Berl and Vex are on the far side of the room. Vex will try to avoid the players as much as possible. And will try to leave via the backdoor, before the players can ever get near to him.

The first thing you notice, as you enter the Inn, is the delicious smell of stew cooking. The front room of the Inn is set up as a large tavern. On your left side is a large, Mahogany bar, with many empty stools in front of it. Behind the bar is a large shelf full of bottles of many shapes, colors, and sizes. In the center of the shelf is a large painting of a lighthouse.

(Continued on the Next Page)

From the far side of the room, you can hear the crackle of a small fire that burns in a large ornate fireplace. Large enough for your whole group to stand in. On the fireplace, above the mantle, there is a large Sturgeon mounted on a wood board, with an engraved bronze plaque on it.

The rest of the room is filled with tables and chairs, as though to seat a great many customers. But, most of the tavern is empty.

There are only two other occupants in the entire room. Both of them are on the opposite side of the Inn. One is a balding middle-aged man (Berl from Page 5) dressed in dark trousers, with a clean white shirt. He's standing next to a young man (Vex from Page 5) who is seated at a table.

The young man is wearing an orange bathrobe, and a silly looking burlap sack upon his head. It looks quite odd. The young man has a scowl on his face, as he reads a letter that is in his hands. The two men appear to be talking.

PERCEPTION:

Have each of your players make a WISDOM (Perception) check DC 10.

ON SUCCESS:

Nonchalantly, you turn an ear towards the two men and overhear their conversation.

BERL (The middle-aged Man): Who's that from?

VEX (The young man): My father

BERL: Who?

VEX: My father

BERL: How much farther?

(Berl Newman laughs)

VEX: (sigh) Shut up Newman.

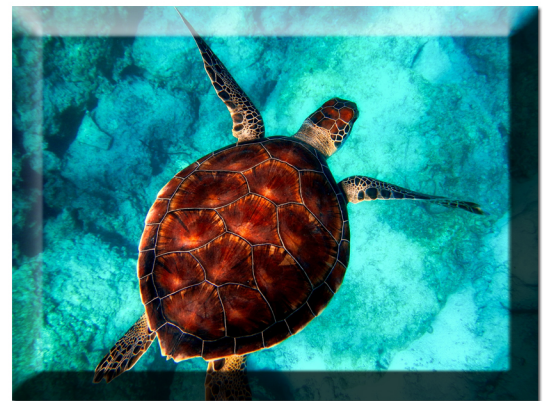
The young man stands up. For a moment, he looks down at the letter in his hand. Then quickly, angrily, he crumples it up, and throws it into a nearby wastebasket.

He looks at the middle-aged man, and says, "I'll see you later." Then the young man, quickly leaves through the backdoor.

ON FAILURE:

You can't make out what they are saying. The young man stands up. For a moment, he looks down at the letter in his hand.

Then quickly, angrily, he crumples it up, and throws it into a nearby wastebasket. Before he quickly walks out the back door.



The middle-aged man watches the young man leave. Then turns around, surprised to see you. Friendly, loudly, across the large room, he bellows, "Hello, Hello." And he begins to walk over to you. Before you can get a word out, the friendly man continues.

BERL: "Hello, gentle travelers. Welcome to the Gordon's Bluff Inn. Greatest Inn in town, and I'm not Bluff-Inn, ha ha!! Get it, Bluff Inn, Bluffin, sorta a play on words.

They call me Mr. Newman, even though I'm an old man, ha ha! They used to call my father Mr. Oldman.... He was eaten by a shark. (Berl pauses for a second, as a distant look comes over his eyes.) Oh, right, what brings you to our quaint hamlet?"

DM Note:

As Berl talks to the players, have him tell them the story of the lighthouse, and about the reward (561 GP) for clearing it out. Eventually he will try to convince the players to clear out the lighthouse, for the good of the hamlet, and for the reward.

QUESTIONS FOR BERL:

These are Berl's most likely responses to a few potential player questions. Berl is full of energy and fun, and is friendly to the players. He loves a bad pun or joke. He has good things to say about Vex and Lucy.

He has lived in the hamlet of Gordon's Bluff for many years, and can tell the players anything from the "Backstory" section on Page 4. Feel free to change any of this, or make up your own stuff. He wants to find someone to clear the lighthouse of monsters.

WHY IS THE TOWN/INN SO EMPTY? OR WHAT HAPPENED TO THE TOWN?

BERL: "It wasn't always this way. Long ago ships came here from far and wide. My Inn here, was hopping like a frog on a hot skillet. We were packed like sardines in a can. But then the lighthouse on the bluff went dark. Some evil overtook it. Without the lighthouse working, the ships quit coming. It killed the town. Literally, and figuratively.

Monsters inhabit that lighthouse now. We raised a reward, to hire someone to clear out the lighthouse, and figure out the cause of the evil. But no one we hired ever came back."

HOW MUCH IS/WHAT IS THE REWARD FOR CLEARING OUT THE LIGHTHOUSE?

561 Gold Pieces

WHY DON'T YOU LEAVE THE HAMLET/TOWN?

BERL: "Where would I go? Everything I own is here, in this building. I could never sell it for what I spent to build it. If I leave, I have nothing. At least here, I still have my Inn."

WHO IS VEX/WHO WAS THAT YOUNG MAN THAT LEFT?

BERL: "Vex? He's a nice kid. A bit emotional. He used to repair fishing nets in the old days. He still drops in from time to time. One of the last of my old regular customers."

(Continued on the Next Page)

WHERE DOES VEX LIVE?

BERL: "He lives in the back of his old net repair shop. Small building down by the docks."

LETTER IN TRASH:

If the players try to overtly take Vex's letter out of the trash, Berl will stop them. If they try to take the letter secretly out of the trash, then have them make a DEXTERITY (Sleight of Hand) check DC 10.

ON SUCCESS:

Read the players the section below, or give them the handout from Page 39 of Vex's letter.

When no one is looking, you sneakily reach into the wastebasket. Quickly snatching the crumpled letter.

You gently unfold the letter, and begin to read it. As you read, you realize that this is a letter to a young man from his father. The father rudely berates his son for being a failure, for being weak and for being a disappointment. It ends with the father disowning his own son.

ON FAILURE:

When no one is looking, you reach down into the wastebasket, only to loudly knock it over and spill its contents everywhere.



STURGEON WALL PLAQUE:

If a player wishes to examine the STURGEON or its plaque, then read them the following.

The majestic Sturgeon is four feet long, and is quite a catch. It is mounted on a large dark stained wood board, with a bronze plaque on it. The engraving on the bronze plaque reads, "Like a Sturgeon, Caught for the Very First Time."

LIGHTHOUSE PAINTING:

If a player wishes to examine the lighthouse painting, then have them make a WISDOM (Perception) check DC 10 on the lighthouse painting.

IF SUCCESSFUL:

The majestic white lighthouse in the painting is most certainly the lighthouse that you saw on top of the large cliff, as you came into the hamlet.

AREA 5: DOCKS

DM Note:

The largest of the four docks used to be used for large deep sea vessels, before the lighthouse went dark. The three smaller docks are still used by local fishermen.

You walk towards the docks. There are four docks that reach out into the sea. One of them is much larger than the others. They are all connected by an old boardwalk, that crosses the sandy beach. Creak, creak, creak, you hear the creak of the old wood planks as you walk across them.

You feel a cool breeze come off of the sea, and hear the sound of waves breaking upon the shore. Water stretches before you, all the way to the horizon.

PERCEPTION DOCKS:

If the players wish to check out the docks, then have them make a WISDOM (Perception) check DC 10.

IF SUCCESSFUL:

The small docks, though old and worn, seem to be in good shape. The largest dock, which is much bigger, is in bad condition. The dock's boards are broken, and loose. It looks as though it hasn't been maintained for a long time.





LIGHTHOUSE EXTERIOR

DM Note:

If you're using the maps, place the players in the "Player Start Area" on the lighthouse map. Then read them the following.

You follow the road out of town to the top of Gordon's Bluff. There is a sharp chill sea wind blowing. Dominating the top of the cliff, is a large white lighthouse. Behind it, the sea goes on for miles. The front door of the lighthouse is slightly ajar.

ROOM 1: ENTRANCE

With a small creak, you push open the front door. Before you is an entrance room. The walls are made of a rough hewn wood painted white. There are wooden pegs nailed into the wall. Several thick wool sea coats hang from the pegs.

SEARCH COATS:

If a player wishes to search the coats, then have them make a WISDOM (Perception) check DC 15.

IF SUCCESSFUL:

You rummage around in the coat pockets for a bit, and discover 10 gold pieces.

PERCEPTION ROOM:

If a player wishes to search the room, then have them make a WISDOM (Perception) check DC 10.

You look around the room. On the dusty floor, in a corner of the room you see several fish scales. You pick one up. It's almost as big as the palm of your hand. The scale looks brown, but as you turn it in the light, it reflects many colors, like a rainbow.

ROOM 2: LOBBY**DM Note:**

This room is guarded by a giant lobster named Roger (Lobster stats are on Page 18). A sort of sea watch dog. It will attack the players, if they enter the room.

BEFORE THE DOOR IS OPENED:

Have the all of the players make a WISDOM (Perception) check DC 15.

IF SUCCESSFUL:

Through the door, in the next room. You hear some sort of clicking sound. As though a bunch of things with peg legs, or one thing with many legs were scurrying around on a hard floor.

AFTER THE DOOR IS OPENED:

Before you is a large stone room. On the far side of the room is a table, with a chair at it. There is a trash can near the table.

More pressingly though, in the center of the room is a giant lobster. It is larger than a man and appears to have something around its neck, well, not really a neck, as lobsters don't have necks, but near the head. It sees you, and bares its claws menacingly. Opening and closing them, as though it wants to pinch you in two.

CALM/TAME THE LOBSTER:

A player can make the lobster peaceful, if they make a successful WISDOM (Animal Handling) check DC 22. Award 200 XP if successful.

COLLAR LOBSTER:

If a player wishes to look at the item around the lobster's upper carapace (neck), read them the following.

You look at the item around the lobster's upper carapace. It's a leather collar. On the collar is a small metal disk which has the word "Roger" engraved upon it.

TABLE:

If a player wishes to look at the table, then read them the following.

The table is a mess of shattered glass, and miniature ship parts.

TRASH CAN:

If a player wishes to search the trash can, then have them make a WISDOM (Perception) check DC 14.

IF SUCCESSFUL:

In the trash can, you find various papers. The papers appear to be lists of ships that have been sighted by the lighthouse keeper, and the dates on which he saw them. The dates are many years old. Quite a few of the papers have pictures of busty mermaids drawn in the margins.

**ENEMY: GIANT LOBSTER**

Large beast, Unaligned

Armor Class 16

Hit Points 30

Speed 20 feet



STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (0)	16 (+3)	2 (-4)	10 (0)	2 (-4)

Senses blindsight 30 ft, Passive Perception 10

Languages -

Challenge 2 (450 XP)

Sure-Footed. The lobster has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target.

Hit: 6 (1d6+3) bludgeoning damage.

ROOM 3: KITCHEN

DM Note:

This room has 5 Fangthots (And one lamprey) in it who are busy cooking. Fangthots are an unholy creation of Vex that serve him. They are approximately 5 feet tall. Their heads look like a Fangtooth fish, while their bodies are humanoid. They have large brown fish like scales all over their body, webbed fingers and toes; and they wear the ratty old clothes of drowned sailors. They are strong, but stupid. They are hostile to any players.

As you open the door, your face is hit with the smell of soup boiling over a fire. This kitchen is bustling with activity. On the opposite ends of the room, you can see a large table, and a large cupboard.

Weird creatures, of a type that you've never seen before, hurry about the room. Their monstrous heads look like a creepy Fangtooth fish, while their grotesque humanoid bodies are short and muscular. They are covered in large brown scales. Their arms and legs are like a mix between fins, and human limbs. They are wearing ratty old clothes, perhaps scavenged off of dead sailors.

They all seem to be in a hurry cooking in the kitchen. You can overhear them as they shout above their own loud cooking noises.

FANGTHOT 1: "Where dah spices at? Master like spices!"

FANGTHOT 2: "Who I look like, spice master?"

FANGTHOT 1: "With apron on, you look like spice girl. (laughs)"

One of the creatures seems to have a lamprey attached to his neck. For a moment the lamprey looks over and sees you. He unattaches from the neck of the Fangthot, and says out loud.

LARRY: "Interlopers!"

FANGTHOT 1: "Shut up Larry, there no anterlopes here. This not plains or meadow."

(The Fangthots laugh at Larry.)

FANGTHOT 1: "Stupid Larry."

LARRY: "No, you insipid fool. There are intruders!"

The Fangthots stop, look at the door, and see you.

FANGTHOT 1: "Mmmm, you will make a very good soup for the master."

Roll Initiative, the Fangthots attack (Fangthot stats are on Page 22). Larry the lamprey won't fight, he will try to slither away.

FIRE PLACE:

There is a big cauldron of soup cooking on the fire.

LARGE TABLE:

The table is full of discarded animal parts. Fish bones, internal organs, and large turtle shells.

**LARGE CUPBOARD:**

The cupboard is locked. The lock can be opened by a successful DEXTERITY (Thieves' Tools) check DC 11, or a STRENGTH check DC 14, or by finding the key on one of the dead Fangthots.

There is a Testudo (A sentient humanoid turtle race that is about 3 to 4 feet tall) named Artor (His stats are on Page 41) tied up in the large cupboard.

IF THE PLAYERS UNLOCK THE LARGE CUPBOARD:

You open the cupboard doors. To your great surprise, trapped in the middle of the cupboard is some sort of turtle creature. It is wearing a light green shirt, brown pants, and a black belt with a silver turtle shaped buckle.

The creature is a 3 and a half foot tall humanoid, and is rather cute. Its arms and legs are tied tightly together with rope. It has a gag in its mouth. The creature looks at you with wide terrified eyes.

IF THE PLAYERS UNTIE/FREE THE TESTUDO (ARTOR):**DM Note:**

Artor (The Testudo) was captured by the Fangthots to be butchered and cooked into a soup. They also caught his little sister, Nella. Nella managed to escape, and is hiding somewhere in the lighthouse. Artor is determined to find her.

If the players are willing, Artor will join them to help clear the lighthouse to save Nella. Artor's stats are on Page 41. Artor is kind, and good. He will be very grateful to the players for freeing him.

If the players offer to help Artor find his sister, then feel free to give Artor's character sheet to a player, and allow the player to play as Artor.

You untie the Testudo and pull the gag off of the Testudo's mouth. He looks around frantically, then grabs a small spear that was laying in the bottom of the cupboard.

ARTOR: "NELLA!!! NELLA!!! Have you seen Nella?"

QUESTIONS FOR ARTOR:

These are some potential answers for questions that the players may ask Artor.

WHO IS NELLA?

ARTOR: "Nella is my little sister. I have to save her. When those monsters dumped us out here, I tried to fight them. There were too many of them, but it allowed Nella to escape... well run out of the room."

Artor looks over at the large table, and sees the turtle shells on it. For a moment it looks as though he's about to break down into tears, but he pulls himself together.

ARTOR: "At least I pray she got away. I have to find her."

WHO ARE YOU?

Artor bows low to the players.

ARTOR: "I am Artor Shellshock. Thank you so much for saving me."

WHY ARE YOU HERE?

ARTOR: "We were kidnapped. I was taking my little sister Nella to the beach, to look at shells. (sighs) She loves shells. When we were jumped by those disgusting things."

Artor points to one of the Fangthots.

ARTOR: "I tried to stop them, but they overwhelmed us. They beat us, then threw us in sacks. Next thing I knew they were dumping us out here, on the hard floor."

ARE ANY OF THOSE SHELLS ON THE TABLE NELLA'S?

ARTOR: "No..., but apparently they've been hunting my people. The biggest one there, with the red spot on the shell, was my friend Levi. I could hear his screams as they butchered him. I was useless, tied up, in that stupid cupboard. I couldn't help him..."

Artor gets a sad distant look in his eyes.



ENEMY: 5 FANGTHOTS

Medium Humanoid, Neutral Evil

Armor Class 16

Hit Points Fangthot 1: 10 Fangthot 2: 12 Fangthot 3: 11

Fangthot 4: 10 Fangthot 5: 13

Speed 20 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	16 (+3)	5 (-3)	9 (-1)	4 (-3)

Senses blindsight 30 ft, Passive Perception 10

Languages Common

Challenge 3 (500 XP)

Amphibious. Fangthots can breath air and water.

LOOT

1 small key for the locked large cupboard in the kitchen.

7 gold pieces



ACTIONS

Kitchen Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target.

Hit: 3 (1d4+1) piercing damage.



ROOM 4: SITTING ROOM

DM Note:

This room has Fangthots in it. Fangthots are an unholy creation of Vex that serve him. They are approximately 5 feet tall. Their heads look like a Fangtooth fish, while their bodies are humanoid. They have large brown fish like scales all over their body, webbed fingers and toes; and they wear the ratty old clothes of drowned sailors. They are strong, but stupid. They are hostile to any players.

The room is dominated by a large window which looks out over the ocean. At the base of the window is a curved dark wood bench. The legs of the bench are carved into the shapes of mermaids, and dolphins.

In one corner of the room is a small lonely table, with a bowl on it. Most likely this is where the lighthouse keeper would have eaten his meals.

On the south side of the room is a large wooden wardrobe. The wood of the cabinet is covered with a grand engraving of a Walrus and Four Oysters going for a beach walk. Standing around the wardrobe are four Fangthots who are busy taking clothes out of the wardrobe and trying them on. The clothes look baggy and silly on them.

FANGTHOT: "Look at me, I stupid human! My name is Glenn. I like turtles."

The other Fangthots roar in laughter. They haven't seen you yet.

**ENEMY: 4 FANGTHOTS**

Medium Humanoid, Neutral Evil

Armor Class 16

Hit Points Fangthot 1: 13 Fangthot 2: 11
 Fangthot 3: 13 Fangthot 4: 16

Speed 20 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	16 (+3)	5 (-3)	9 (-1)	4 (-3)

Senses blindsight 30 ft, Passive Perception 10

Languages Common

Challenge 2 (400 XP)

Amphibious. Fangthots can breath air and water.

LOOT

15 Silver Pieces

**ACTIONS**

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target.

Hit: 4 (1d4+2) piercing damage.

ROOM 5: LOGBOOK ROOM

You open the door, and survey the room. A lonely rocking chair looks out a large window, over the turbulent sea. A circular staircase is tucked into a corner of the room, leading up to the next floor. On opposite sides of the room, are two different grey shelf cases. A small wooden chest lies on the floor next to one of the shelves.

SHELF CASE 1:

DM Note:

This shelf is filled with logbooks from the former lighthouse keeper. Records of weather conditions, and ships. If the players wish to investigate the shelf, then read them the following.

The shelf is covered with books. The books are all the same size, but are different colors. They all seem to have dates written on their spines that go back many years.

BOOKS:

If the players wish to investigate the books, then have them make a INTELLIGENCE (Investigation) check DC 15.

ON SUCCESS:

The shelves are covered in logbooks. Opening a few of them, you can see all kinds of data. Records of ships that have ported in the town, their place of origin, their size. Records of the phases of the moon, of weather conditions, of tide levels. These records go back decades, but all of them cut off abruptly a few years ago.

ON FAILURE:

The shelves are covered in logbooks that are full of numbers, and dates; but you can't decipher their meanings.

SHELF CASE 2:

If a player wishes to investigate the shelf, then read them the following.

The shelf is full of small porcelain knickknacks with a nautical theme. Little porcelain mermen and mermaids, riding seahorses. Lobsters, crabs, and fish wearing top hats, in miniature. On the top shelf is a snow globe. In the middle of the snow globe is a white lighthouse, like the one you're in. The glass on the globe has a crack running through it.

SMALL CHEST:

The small chest is locked. It can be unlocked with a successful DEXTERITY (Thieves' Tools) check DC 15 or smashed open with a successful STRENGTH check DC 15.

IF SUCCESSFUL:

The small chest creaks as you open it. Revealing a small leather pouch that has 15 gold pieces in it, and a ornate golden ring.



ROOM 6: 2ND FLOOR HALLWAY

DM Note:

As the players walk up the stairs from Room 5 to the Room 6 Hallway, they will see a single Fangthot standing guard. Fangthot stats are on Page 26.

As you walk up the stairs, you notice that there is a Fangthot standing guard at the top of the stairs. He has his back turned towards you, and doesn't seem to have noticed you yet.

If the players capture the Fangthot, it will talk, but won't reveal the identity of its master (Vex).

IN THE HALLWAY:

If the players walk to the top of the stairs, and enter into the hallway; then read them the following.

This small hallway is pretty empty. It has 3 doors that lead to other rooms. On the wall is an old painting of the lighthouse.

PAINTING:

If a player wishes to examine the painting, then have them make a WISDOM (Perception) check DC 10.

IF SUCCESSFUL:

You examine the painting closely. This is clearly a painting of the white lighthouse that you are in. Someone seems to have defaced the painting by drawing on top of it. Crude charcoal lines lie on top of finely painted brushstrokes. Trying to change the top of the lighthouse into some sort of rampart with crenellations on it. Honestly, it looks like a child was trying to turn the painted lighthouse into a castle's tower.

**ENEMY: FANGTHOT GUARD**

Medium Humanoid, Neutral Evil

Armor Class 17

Hit Points 20

Speed 20 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	16 (+3)	5 (-3)	9 (-1)	4 (-3)

Senses blindsight 30 ft, Passive Perception 10

Languages Common

Challenge 1 (150 XP)

Amphibious. Fangthots can breath air and water.

LOOT

A silver necklace (Worth 15 SP)

**ACTIONS**

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target.

Hit: 5 (1d6+2) piercing damage.

ROOM 7: STORAGE AREA

You swing the door open to see a storage area. Opposite you, is a large window. There are three wooden chests on the floor. Each of the chests are in a different corner of the room, as far apart from each other as possible. One of the chests has a yellow mark on it, one has a red mark on it, and one has a blue mark on it.

RED CHEST:

The red chest is trapped with a fireball spell. If a player searches for traps, a successful WISDOM (Perception) check DC 20 will reveal the trap. The trap can be disabled with a successful DEXTERITY (Thieves' Tools) check DC 20.

IF A PLAYER OPENS THE RED CHEST:

If a player opens the red chest (and the trap has not been disabled), a fireball shoots out of it. Have all of the players in the room make a DEXTERITY (Acrobatics) check DC 15.

ON SUCCESS:

A fire ball shoots out of the red chest. You quickly duck and roll to avoid being engulfed by it. It explodes above you, its flames licking up to the ceiling. You feel its heat wave ripple along your skin. You are left unscathed.

ON FAILURE:

The fire ball hits the player right in the face, and they take 1d6 points of damage.

LOOT RED CHEST:

1 Fireball Scroll
1 Cure Light Wounds Potion

YELLOW CHEST:

The yellow chest is locked. It can be unlocked with a successful DEXTERITY (Thieves' Tools) check DC 10, or smashed open with a successful STRENGTH check DC 20.

LOOT YELLOW CHEST:

Five gold figurines of sailors. They can be sold for 5 gold pieces a piece.

BLUE CHEST:

The blue chest has a Water Elemental inside (Stats are below).

IF A PLAYER OPENS THE BLUE CHEST:

As you open the chest, you feel a strong breeze pour out of the trunk. The wind has the smell of the sea on it. The front door of the room slams shut. Water rises to the top of the trunk, and starts to pour out. The water slowly rises in the room. Up to your ankles, then to up your knees, as it continues to fill the room.

Allow the players a little bit of time to try and decide what to do. After a short time the water will coalesce into the shape of a Water Elemental (Stats are below) which will attack the players. The door to the room is stuck shut. The door will automatically open after the Water Elemental is destroyed. The door can be forced open by a successful STRENGTH check DC 20.



ENEMY: WATER ELEMENTAL

Large Elemental, Neutral

Armor Class 18
Hit Points 40
Speed 30 feet, swim 90 feet

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	5 (-3)	10 (0)	8 (-1)

Senses darkvision 60 ft, Passive Perception 10
Languages Aquan
Challenge 3 (800 XP)

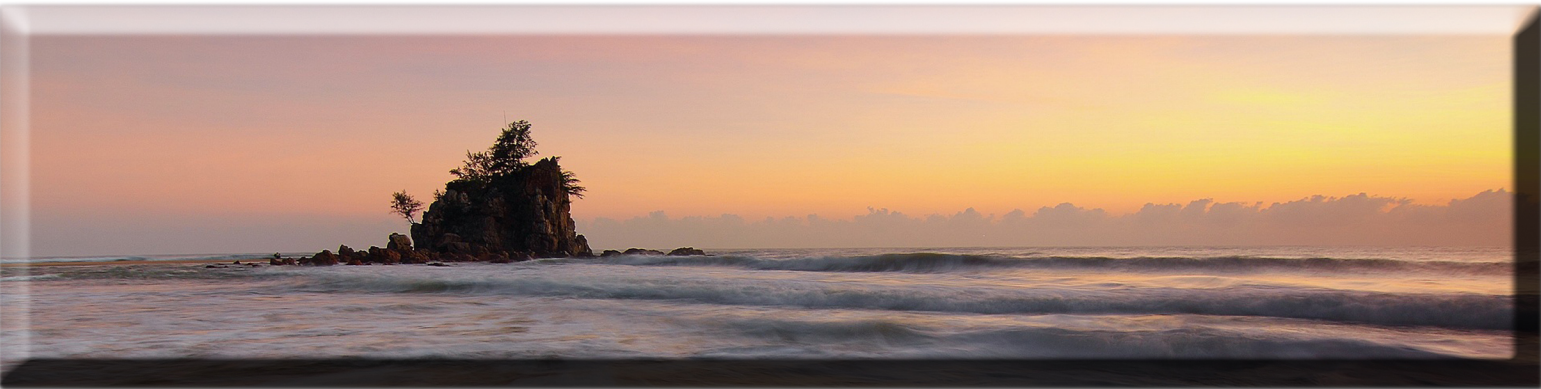
Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced to 20 ft until the end of its next turn.



ACTIONS

Trident. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target.

Hit: 7 (1d8+3) piercing damage.



ROOM 8: BEDROOM

DM Note:

There is a magic silver orb in the middle of the room that Vex set up as a guard. It will ask the players a question. If the players answer the question correctly, then the silver orb will leave them alone. If not, it will attack the players. The Silver Orb stats are on Page 31.

You open the door and walk into a large bedroom. In front of you, are two other doors that lead out of the room. At your feet, you see faded blue carpet that is old and ratty.

A large window lets light into the room. To the left of the window is a brick fireplace. To the right of the window is a wooden dresser. The dresser has seen a lot of use. Its wood varnish is worn in many places and it's missing several knobs.

In the center of the room is a small end table with a drawer. A single candle holder with a lonely candle sits upon the end table. Beyond the end table is a large bed. The covers of the bed are a mess. Apparently someone here doesn't worry too much about making the bed.

Floating in the middle of the room is a metallic silver orb. It hovers several feet off of the floor. Little bolts of electricity crackle as they streak across the surface of the silver orb. The air in the room smells and feels charged with electricity.

The hairs on your arm begin to stand up. The bolts of electricity that dance along the silver orb begin to change colors, to hues of pink and blue. As it does, a booming voice comes out of the orb, saying "What is Urser's first law of illusion?"

ORB QUESTION:

Give the players some time to come up with an answer. If a player makes a successful INTELLIGENCE (Arcana) check DC 20, then they will know the answer.

CORRECT ANSWER:

"Perception is reality."

**IF THE PLAYERS
ANSWER CORRECTLY:**

The electrical sparks which crisscross the silver orb begin to intensify. You hear a loud booming voice come out of the orb which says, "CORRECT." Then the electrical sparks that dance upon the silver orb die down. You can feel the electrical charge in the room dissipate.

The Orb shuts down, and is no longer a threat of any kind to the players. Award the players 250 XP.

**IF THE PLAYERS
ANSWER INCORRECTLY:**

The electrical sparks which crisscross the silver orb begin to intensify in size and speed. You hear a loud booming voice come out of the orb saying, "You are not worthy."

The Orb attacks the players. Orb stats are on Page 31.

FIREPLACE:

If a player wishes to examine the fireplace, then have them make a WISDOM (Perception) check DC 10

IF SUCCESSFUL:

The fireplace looks like it's been used rather recently.

DRESSER:

If a player wishes to search the dresser, then read them the following.

You grab the old wooden handles of a dresser drawer and pull. The drawer opens about an inch, then gets stuck. You shove the drawer back in, then pull harder on it. The drawer finally budges open. The drawer is full of cheaply made orange bathrobes. You open a second dresser drawer, a third, and a forth. They are all full of cheaply made orange bathrobes.

END TABLE:

If a player wishes to examine the end table, then read them the following.

You open the drawer on the end table. Inside the drawer you find an old diary, and a few pencils.

DIARY:

If a player wishes to examine the diary, then read them the following.

You flip through the aged yellowed pages of the diary. As you read, it becomes clear that this was the diary of the lighthouse keeper. Most of the entries are about birds he saw, beach combing adventures that he went on, and books that he read. There are many doodles of mermaids drawn in the margins. One of the entries stands out.

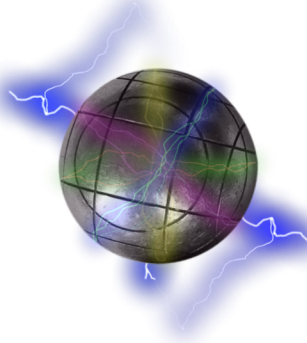
"Today as I was beach combing I found a small silver circlet, with a single green emerald stone in the middle. What a find! I bet I can sell this for some real money. Odd thing about it though, I put it on for fun, and I swear I could hear a voice in my head. It was probably just the waves crashing on the beach. All this solitude, it gets to a man."

After that the entries get weird, paranoid, erratic. He writes about hearing whispers in the wind, and having constant nightmares. The mermaids he draws in the margins now have evil green eyes, and sharp teeth.

His very last diary entry is dated several years ago. He paranoidly rambles on about evil creatures watching his every move. Blaming the silver circlet he found for releasing them. It ends with, "Thank the gods, I've convinced Vex to come over tonight. He went to wizard school, he'll know how to fix this. Maybe I'll finally be free of the voices, and eyes that haunt me day and night."

**ENEMY: SILVER ORB**

Small Construct, Unaligned

Armor Class 23**Hit Points** 37**Speed** 20 feet**Senses** blindvision 60 ft, Passive Perception 15**Languages** Common**Challenge** 3 (700 XP)**SPECIAL**

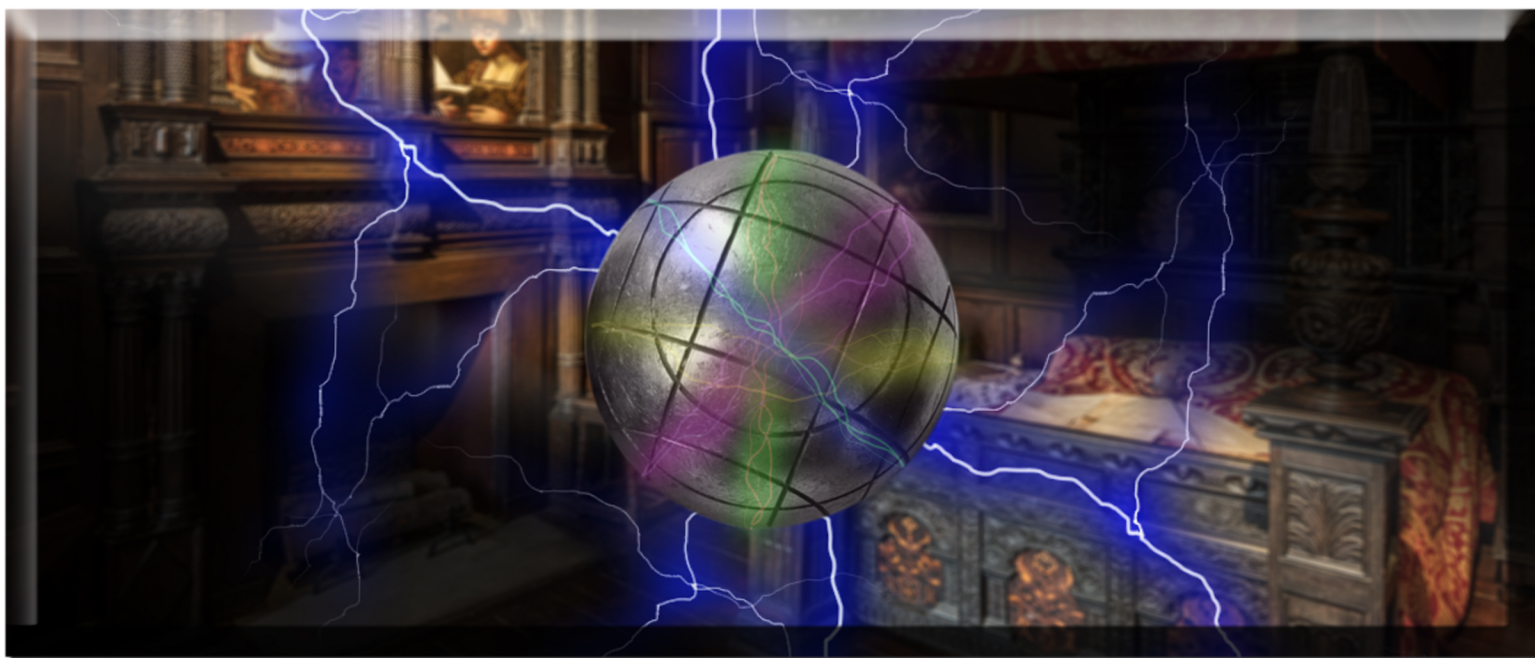
The Silver Orb doesn't attack anyone individually. Instead it fills the room with bolts of electricity that shoot out of it.

At the beginning of each player's turn, they must make a CONSTITUTION saving throw DC 15. If the player fails, then they take 1d4 points of lightning damage. If they succeed the save, then they take no damage for that turn.

Each turn each player in the room must make a new CONSTITUTION save. This will continue every turn until the Orb is destroyed, or the players abandon the room.

The Orb can be destroyed in one of 3 ways.

- 1: A successful STRENGTH check DC 20 can smash the Silver Orb to pieces.
- 2: A successful STRENGTH check DC 15 will allow the players to shove the Silver Orb out of the window, where it will crash onto the ground below and explode.
- 3: The players attack the Silver Orb and destroy its 37 Hit Points.



ROOM 9: CLOSET

DM Note:

There is a small Testudo named Nella hiding in this closet. Nella is Artor's (The Testudo that was trapped in the cupboard in the Room 3: Kitchen.) little sister. Nella's character stats are on Page 41.

If Artor is with the group, Nella will run up and hug him. They will have a joyful reunion. Then Artor will tell her to wait at the lighthouse's front door for him.

If Artor is not with the group, Nella will graciously thank the group, then go look downstairs for Artor.

You open the door revealing a walk in closet. In the back of the closet, you can see a Testudo (a short humanoid turtle creature) hiding behind some old coats. She's about two feet tall, and is wearing a sea green belt. You see terror in her eyes, but when she sees you, that terror melts into relief. She runs out to you saying, "Oh my shell, thank goodness, you're not those monsters!"

ROOM 10: LIBRARY

DM Note:

There is a Fangthot in this room who is sleeping. He will only attack the players if they wake him up. While sleeping, the Fangthot has disadvantage on all PERCEPTION checks. His Stats are on Page 33.

You open the door, revealing a library. On the opposite side of the room is another door. The floor is covered in a soft red shag carpet. You can feel the warmth, and hear the peaceful crackle of a small fire blazing away in the fireplace.

In the center of the room's east wall, a large window looks out over the ocean. The window is flanked on both sides by bookshelves. The shelves are home to a handful of books. There are many more books, though, laying in messy piles on the floor all over the room.

You also see two large comfortable reading chairs in the room. In one of the reading chairs is a Fangthot, who appears to be fast asleep.

(Fangthot Stats are on Page 33.)

BOOKSHELVES:

If a player wishes to examine the bookshelves, or the books on them; then read them the following.

You scan the book titles on the bookshelf. "Harry's Big Wand," "The Familiar Familiars of Zazull," "Mort's Magic Moose," "Tobias Kalovan and the Insolent Child" The books on the shelves all seem to have a similar theme, magic. Most of them are fiction about heroic or mighty wizards.

PILES OF BOOKS ON THE FLOOR:

If a player wishes to examine the books that are in piles on the floor, then read them the following.

There are numerous books lying in piles, as though they were carelessly tossed to the floor. Most of them tend to be about nautical subjects, such as “Knotty Sea Knots, and How to Tie Them,” “Trade Ports of the South Sea,” “Go to Shell, a Guide to Coastal Seashells.”



ENEMY: FANGTHOT

Medium Humanoid, Neutral Evil

Armor Class 16

Hit Points 20

Speed 20 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	16 (+3)	5 (-3)	9 (-1)	4 (-3)

Senses blindsight 30 ft, Passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Amphibious. Fangthots can breath air and water.

SPECIAL

Sleeping. The creature is sleeping, and has disadvantage on all PERCEPTION checks while sleeping.



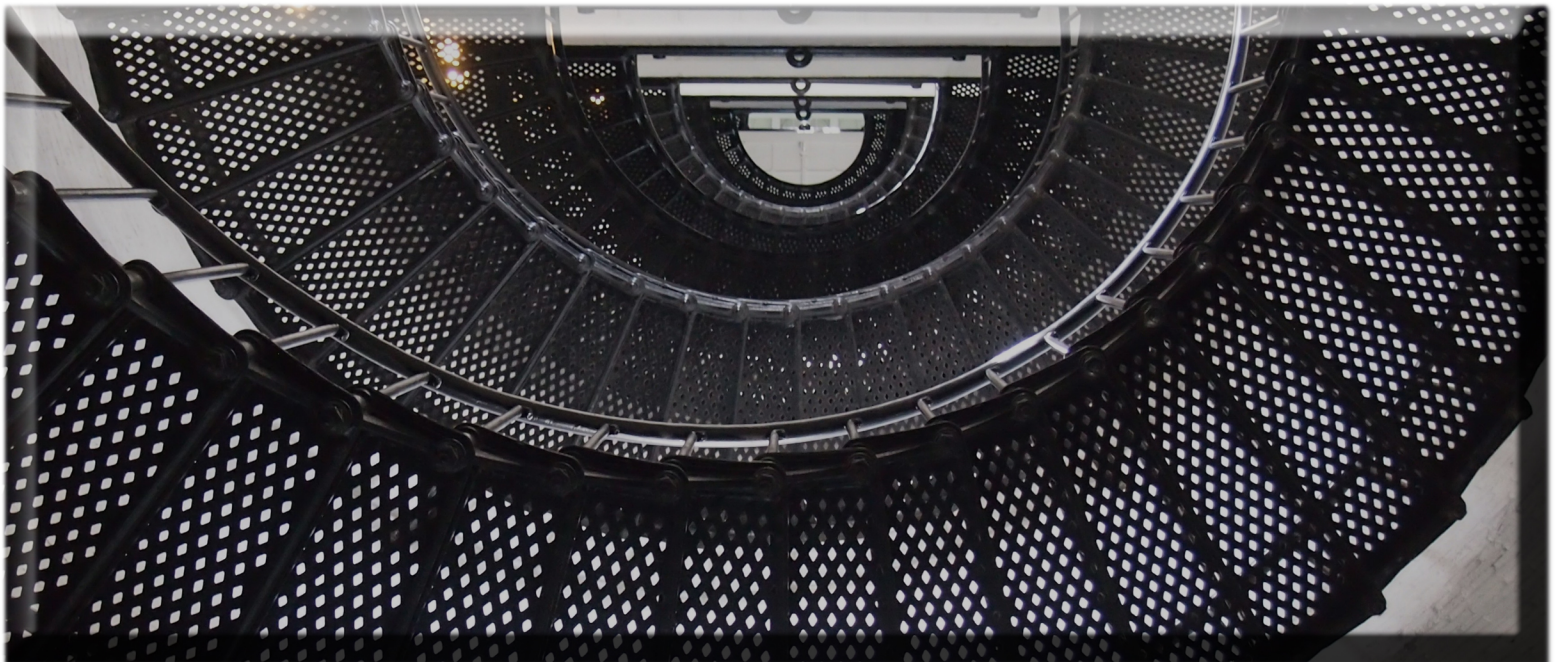
ACTIONS

Short Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target.

Hit: 4 (1d6+1) piercing damage.

LOOT

1 Silver Bracelet (Worth 12 SP)



ROOM 11: EEL ROOM

DM Note:

There is a giant Eel hiding in this room, waiting to ambush anyone that enters.

This room is a total mess. Piles of trash fill the room. Crates, many of them smashed, line one wall of the room. There are two other doors that lead out of the room. Alarming, there are the remains of several dead, partially eaten Fangthots on the floor.

PERCEPTION:

When the players enter the room have them make a WISDOM (Perception) check DC 20.

ON SUCCESS:

You scan the room. Much of the trash in the room looks as though it came from beach combing. Seashells, driftwood, odds and ends. Behind one of the trash piles you notice something big and long. As you follow it with your eyes, you realize that it is a giant Eel lying in wait. It is watching your group, but doesn't seem to realize that you've noticed it.

If the players attack the Eel, then the eel is surprised. If the players take a long time to make a decision, then just have the Eel attack them. Eel stats are on Page 35.

ON FAILURE:

You scan the room. Much of the trash in the room looks as though it came from beach combing. Seashells, driftwood, odds and ends.

The Eel attacks the players. The players are surprised. Eel stats are on Page 35.

CRATES:

The crates have seashells in them.

DEAD FANGTHOTS:

If the players search the dead Fangthots, then they will find 2 Silver Bracelets (Worth 12 SP A Piece).





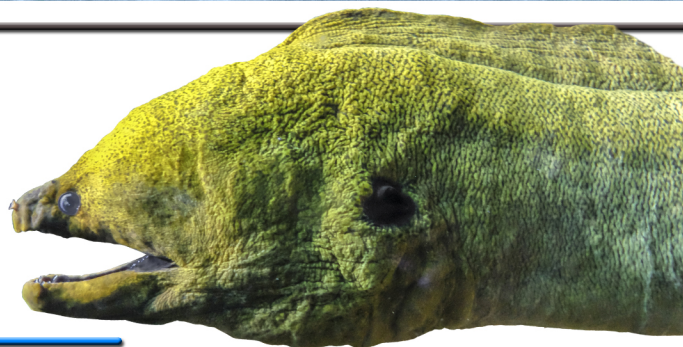
ENEMY: GIANT EEL

Large Beast, Unaligned

Armor Class 17

Hit Points 36

Speed 40 feet, swim 80 feet



STR

16 (+3)

DEX

14 (+2)

CON

13 (+1)

INT

3 (-4)

WIS

8 (-1)

CHA

1 (-5)

Senses darkvision 60 ft, Passive Perception 12

Languages -

Challenge 2 (600 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target.

Hit: 6 (2d6) piercing damage.

Amphibious. The Giant Eel can breath air and water.

ROOM 12: STAIRS UP to ROOM 13

You open the door, revealing a staircase that spirals upwards hundreds of feet to the top of the lighthouse.





ROOM 13: TOP FLOOR OF THE LIGHTHOUSE

DM Note:

Vex is here, at the top of the lighthouse and will attack the players. If the players have already been to the Gordon's Bluff Inn, then they will recognize Vex.

If for some reason Vex is already dead, then the top of the lighthouse will be empty. If Vex is already dead, and the lighthouse is already cleared of monsters; then read the players ENDING #2 on Page 38.

If you, and your players would rather have a diplomatic solution; then feel free to roleplay one. Vex is wearing a silver circlet that is evil and magical. The players could reason with Vex, so that he rips the circlet off of his head and throws it off of the lighthouse. He then realizes the evil that he's done, and throws himself off of the top of the lighthouse to his own death. That is just one suggestion though. Feel free to make the ending your own, in any way that you wish to.

After climbing the circular staircase for what feels like an eternity, you emerge into the top of the lighthouse. A massive brass lamp stands in the center of the room.

The curved walls of this room are made of glass, to allow the lighthouse's beacon to be seen far and wide. Through the glass walls, you can see a walkway which circles the top of the lighthouse. Along one wall is a door that leads out to the walkway. The walkway is surrounded by copper railings.

(Continued on the Next Page)

On the walk way you see a man in orange robes. He has black hair, a scruffy goatee, and wild glowing emerald green eyes. On top of his head is a silver circlet with a single green emerald in it. He is looking right at you. He opens his mouth, and yells, "Interlopers! How dare you attack my mighty wizard's tower!"

Roll Initiative, Vex attacks the players. His Stats are below.



ENEMY: VEX NICTUM the WIZARD

Medium Humanoid, Neutral Evil

Armor Class 12

Hit Points 40

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
11 (0)	11 (0)	11 (0)	11 (0)	10 (0)	6 (-2)

Skills Arcana +2, History +2

Senses Passive Perception 10

Languages Common, Aquan

Challenge 3 (700 XP)

Spellcasting. Vex is a 3rd level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 10, +2 to hit with spell attacks). Vex has the following spells prepared:

Cantrips: Acid Splash, Light, Mage Hand

1st Level (7 Slots): Magic Missile, Burninghands

2nd Level: (2 Slots): Ray of Enfeeblement

SPECIAL

Vex's first attack should be magic missile. The missile will shoot through the windows, shattering them and then hitting one of the players. Have all of the players roll DEXTERITY (Acrobatics) saving throws DC 14 to avoid the flying sharp glass. If they fail, then they take 1d4 points of damage from flying glass.



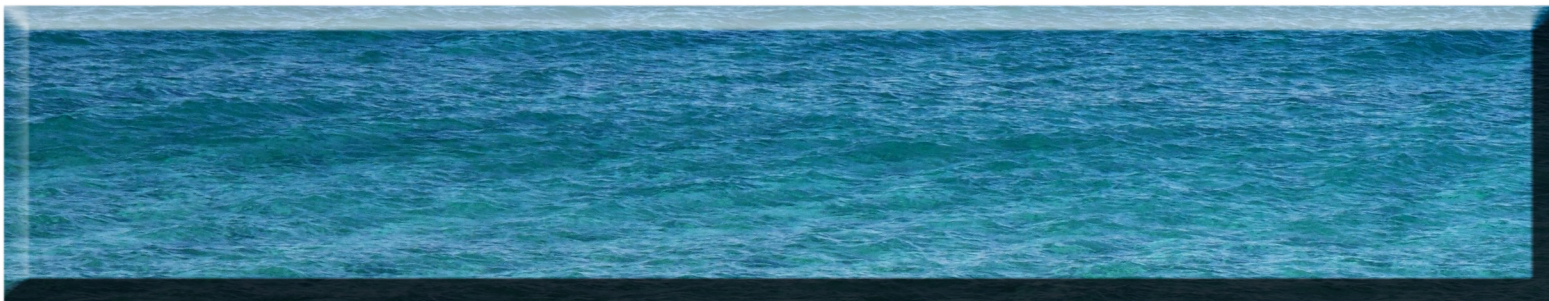
ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft, one target.

Hit: 2 (1d4) piercing damage.

LOOT

The Silver Circlet of Eladün. A magical circlet that can only be used by evil characters. The circlet grants the wearer 3 extra level 1 spell slots per day.



ENDING #1: IF THE PLAYERS KILL VEX AT THE TOP OF THE LIGHTHOUSE

Just a moment ago, it was pain and violence here at the top of this large lighthouse. But now you can hear the crashing ocean waves far below you, as you feel a cool breeze touch your skin. You look out over the ocean that reaches to the horizon. It is peaceful up here. You don't know the future, but you do know that you've saved the people of Gordon's Bluff and given them hope for a future of their own.

If the players go back to the Gordon's Bluff Inn, then Berl will give them the reward (561 Gold Pieces) for clearing out the lighthouse. He, and what is left of the Hamlet of Gordon's Bluff, will be overjoyed.

THE END - THANK YOU FOR PLAYING!

ENDING #2: IF VEX WAS KILLED BEFORE THE PLAYERS MADE IT TO THE TOP OF THE LIGHTHOUSE, AND THE LIGHTHOUSE IS CLEARED OF MONSTERS

After climbing the circular staircase for what feels like an eternity, you emerge into the top of the lighthouse. A massive brass lamp stands in the center of the room.

The curved walls of this room are made of glass, to allow the lighthouse's beacon to be seen far and wide. Through the glass walls, you can see a walkway which circles the top of the lighthouse. Along one wall is a door that leads out to the walkway.

You open the door to the walkway, and step out onto it. You can hear the crashing ocean waves far below you, as you feel a cool breeze touch your skin. You look out over the ocean that reaches to the horizon. It is peaceful up here. You don't know the future, but you do know that you've saved the people of Gordon's Bluff and given them hope for a future of their own.

If the players go back to the Gordon's Bluff Inn, then Berl will give them the reward (561 Gold Pieces) for clearing out the lighthouse. He, and what is left of the Hamlet of Gordon's Bluff, will be overjoyed.

THE END - THANK YOU FOR PLAYING!



Vex,

Stop, just stop embarrassing yourself. Your mother and I have spent a small fortune trying to train you to be worthy of the mighty house of Nictum. But you are nothing, except a sink hole. We've tried our best, but for the good of the family we have to accept that you'll never be worthy of your noble lineage.

I've wasted so many hours trying to help you. Hours I'll never have back, that could have been used for something productive. Well I won't waste an hour more with your incompetence. Any more letters you send to the estate will be burned unopened, and unread.

And stop signing letters with the name "Nictum." You are not worthy of that name.

Lameth Nictum



NAME: BERL NEWMAN

Medium Humanoid, Neutral Good

Armor Class 10

Hit Points 24

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	10 (0)	15 (+2)	16 (+3)	17 (+3)



Skills History +5, Persuasion +6

Senses Passive Perception 10

Languages Common, Dwarven, Halfling

Challenge 1/8 (25 XP)

ACTIONS

Kitchen Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target.

Hit: 4 (1d4+2) piercing damage.



NAME: LUCY STURG

Medium Humanoid, Chaotic Good

Armor Class 12

Hit Points 21

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	5 (-3)	17 (+3)	10 (0)	12 (+1)



Skills Nature +6, Persuasion +3

Senses Passive Perception 10

Languages Common, Elven, Abyssal, Undercommon

Challenge 1/8 (25 XP)

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target.

Hit: 5 (1d4+3) piercing damage.


NAME: ARTOR SHELLSHOCK

Small Humanoid (Testudo), Chaotic Good

Armor Class 16

Hit Points 20

Speed 20 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	16 (+3)	7 (-2)	13 (+1)	10 (0)

Skills Insight +3

Senses Passive Perception 9

Languages Common, Testudo

Challenge 1/2 (100 XP)

ACTIONS
Short Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft, one target.

Amphibious. Testudos can breath air and water.

Hit: 4 (1d4) piercing damage.

NAME: NELLA SHELLSHOCK

Small Humanoid (Testudo), Lawful Good

Armor Class 15

Hit Points 12

Speed 20 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	14 (+2)	6 (-2)	11 (0)	12 (+1)

Skills Nature +2

Senses Passive Perception 10

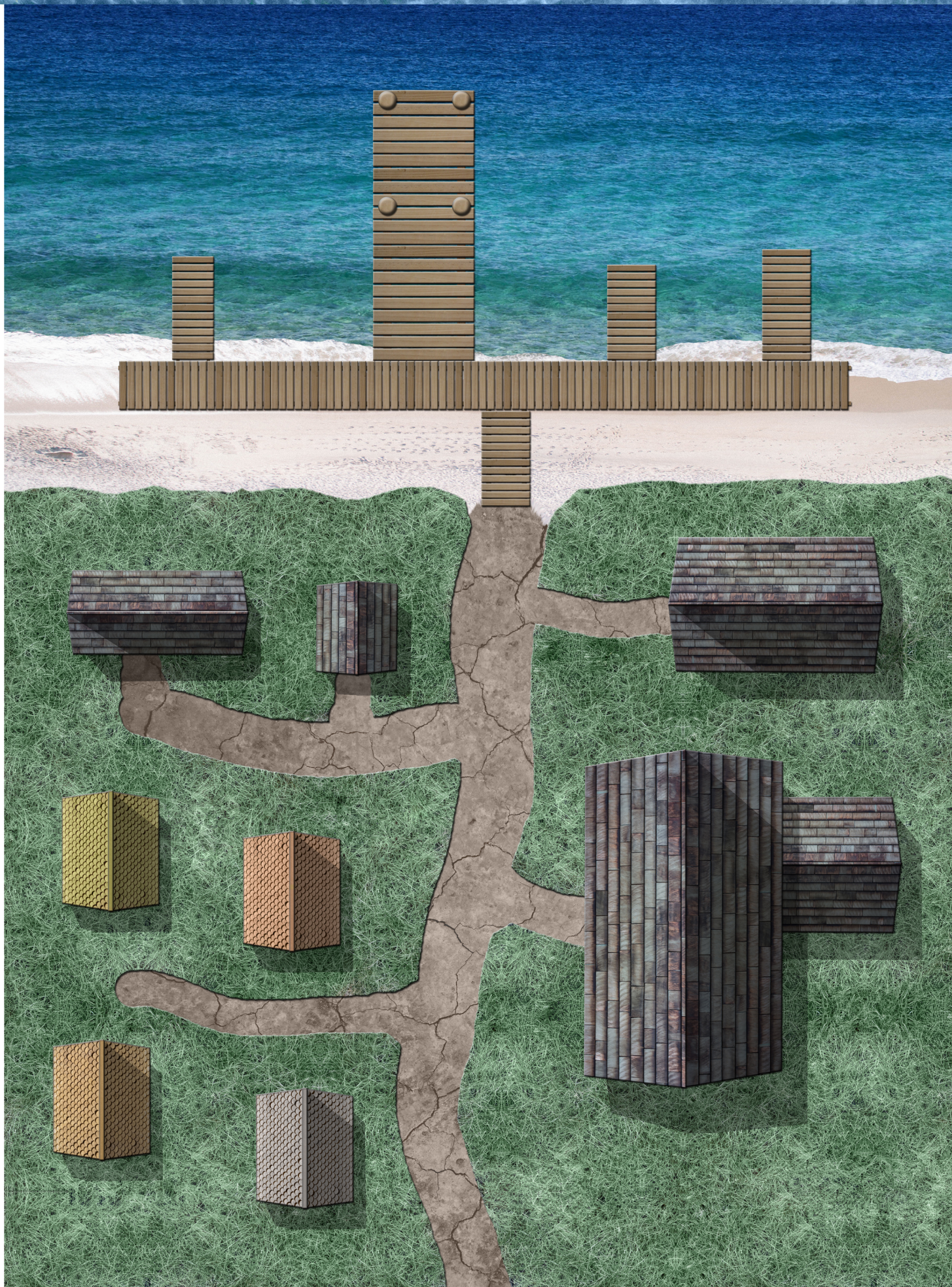
Languages Common, Testudo

Challenge 1/4 (50 XP)

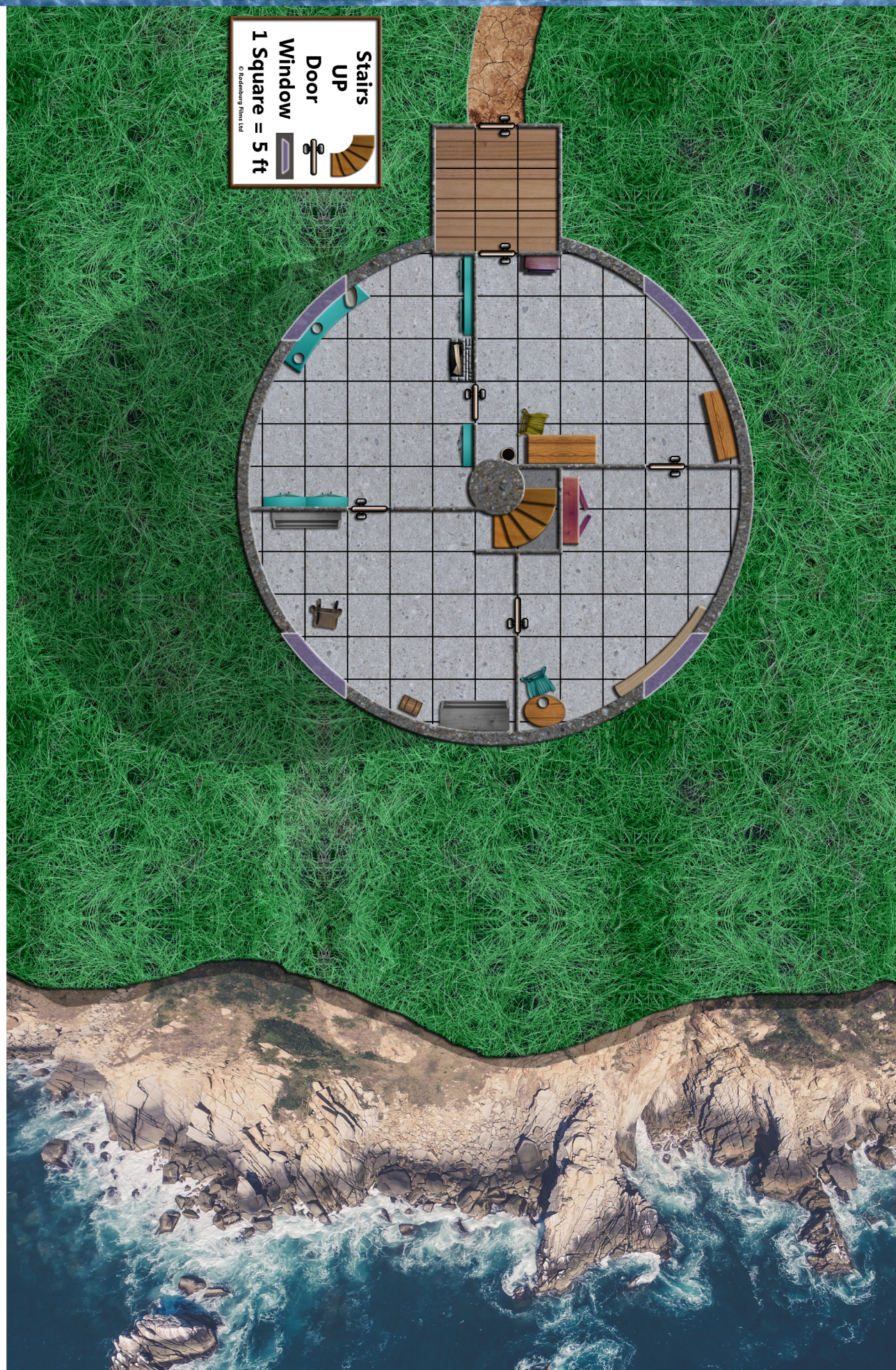
ACTIONS
Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft, one target.

Amphibious. Testudos can breath air and water.

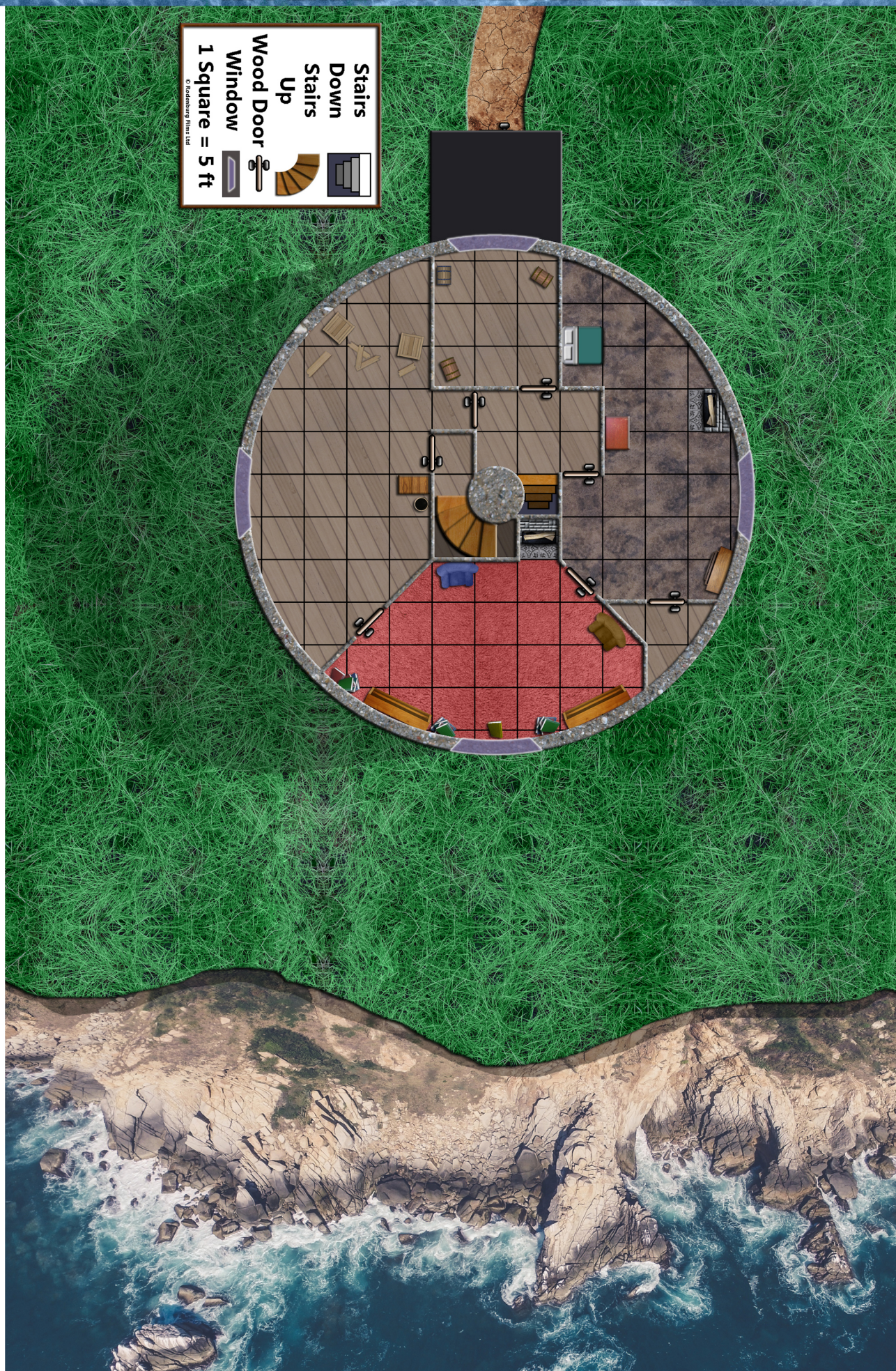
Hit: 2 (1d3) piercing damage.



GROUND FLOOR



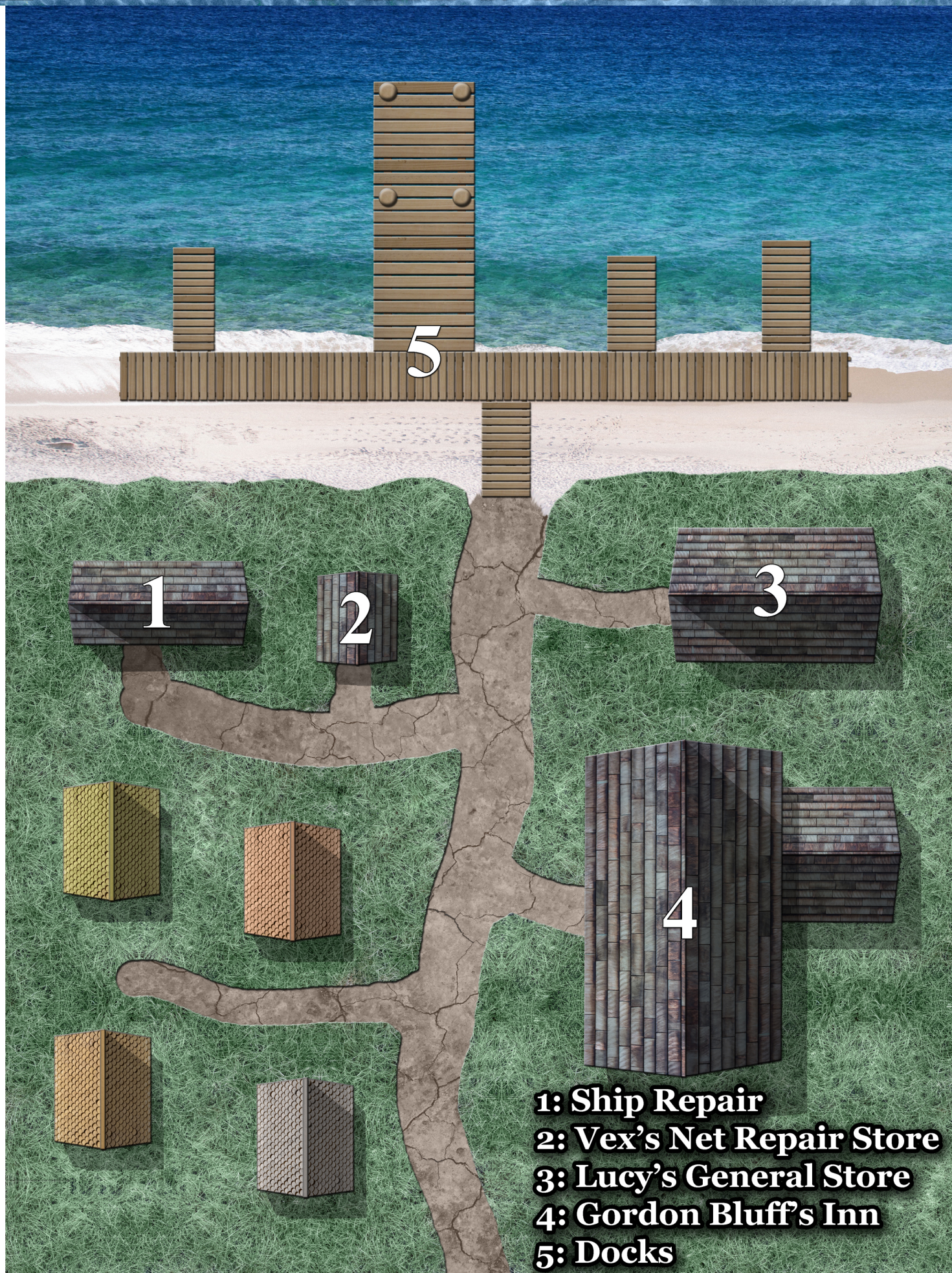
SECOND FLOOR

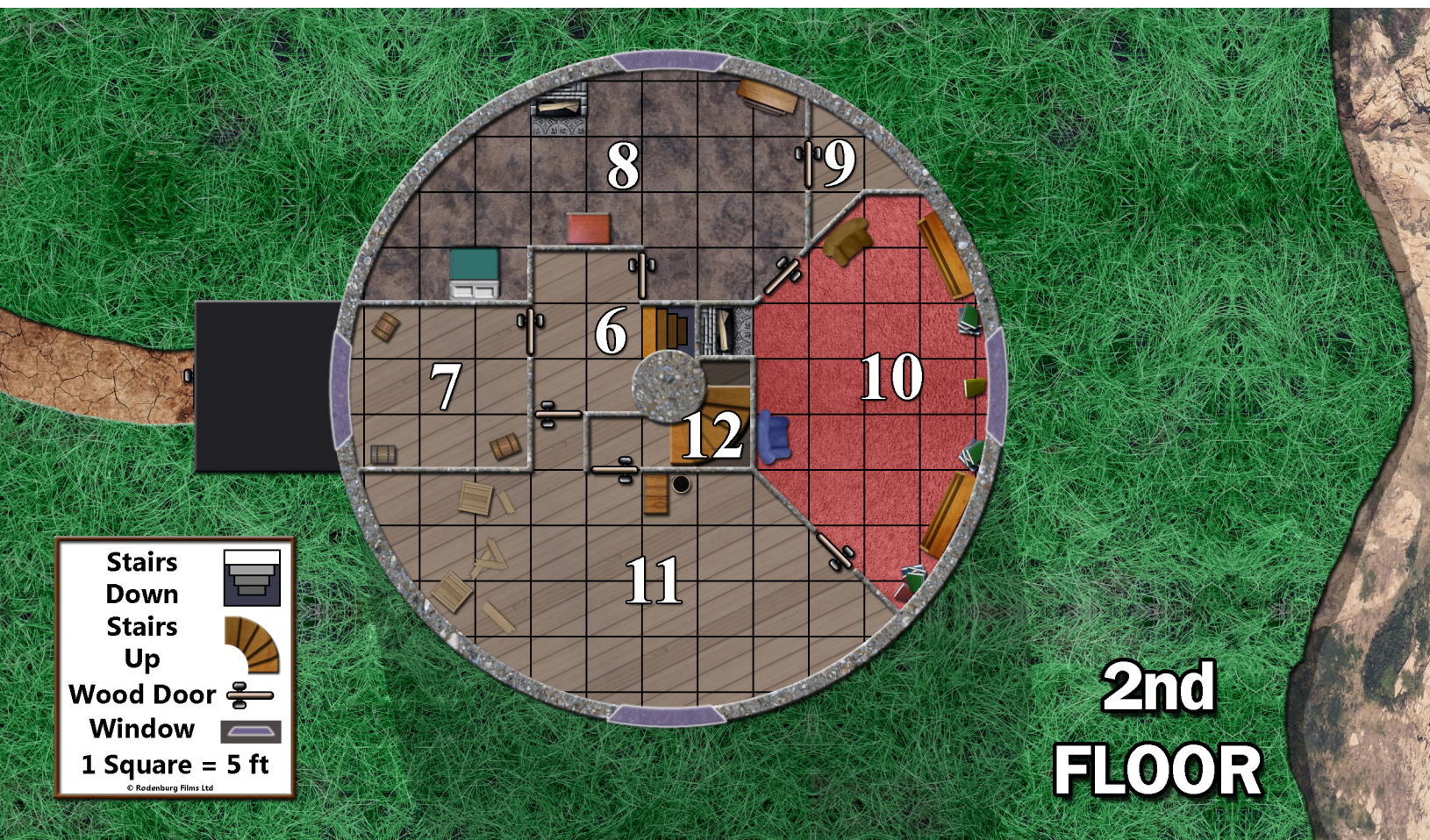
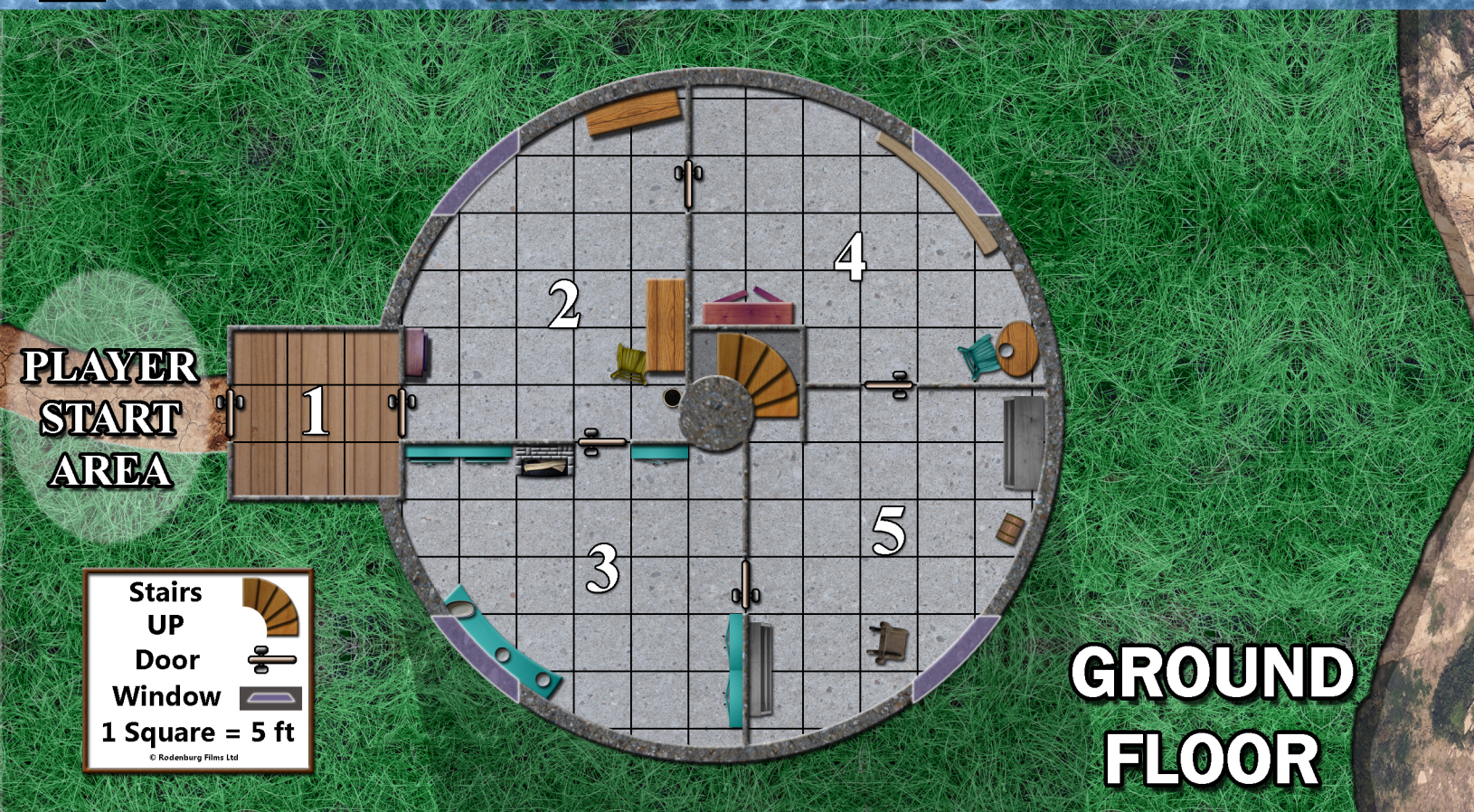


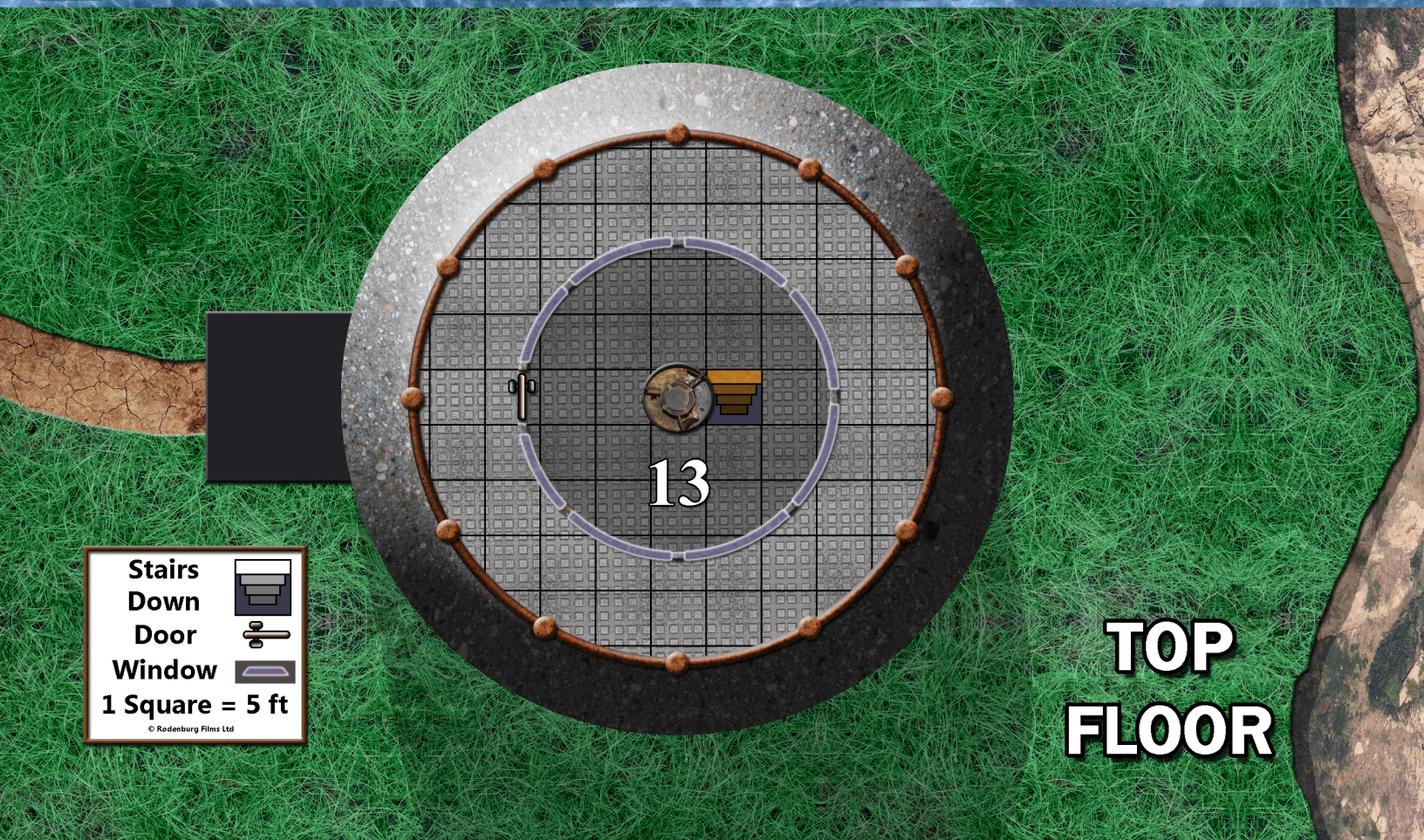
TOP FLOOR



Stairs
Down
Door
Window
1 Square = 5 ft
© Redberry Films Ltd







Thank you for saving “Gordon’s Bluff.”
For more fun adventures check out my links
below. Goodbye for now, gentle traveler!

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