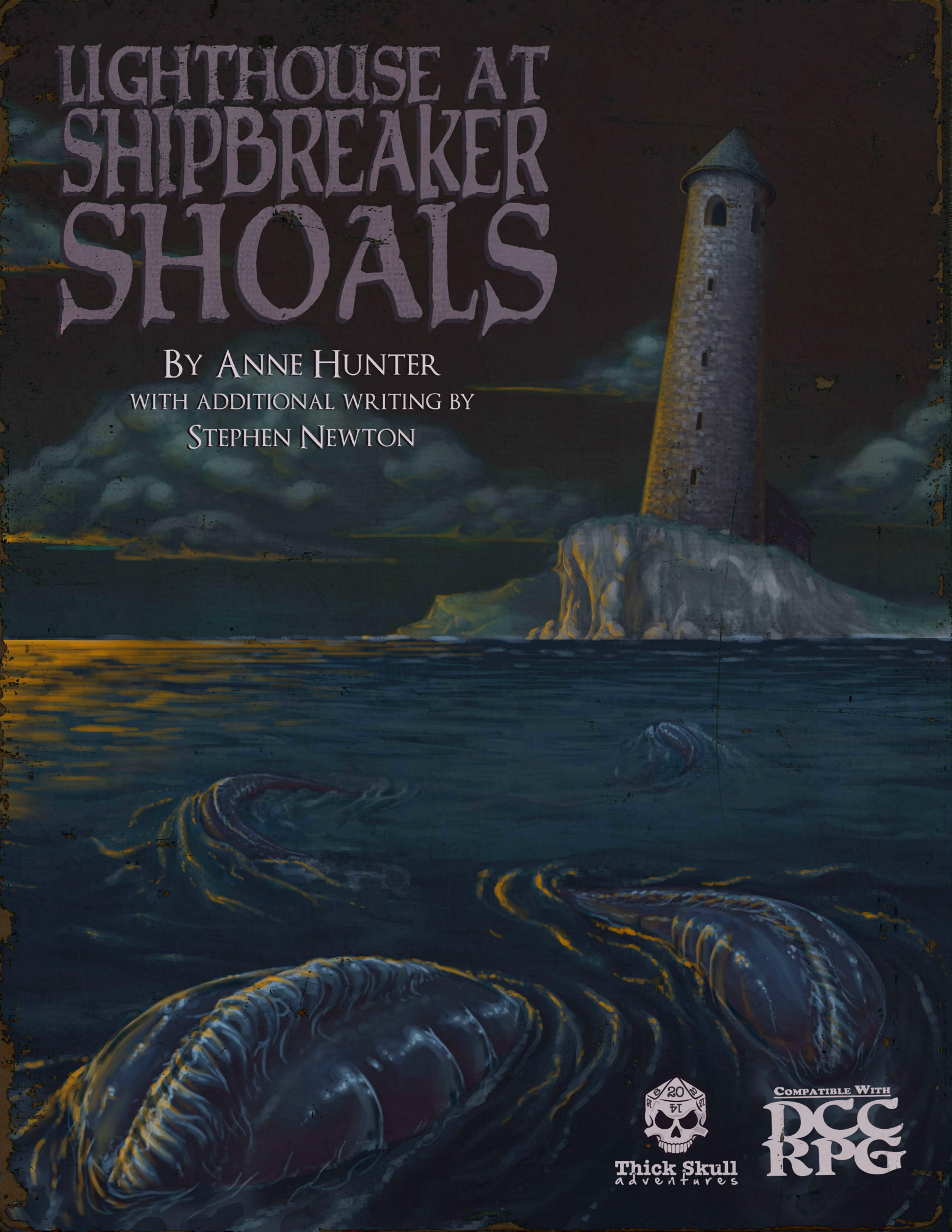


LIGHTHOUSE AT SHIPBREAKER SHOALS

BY ANNE HUNTER
WITH ADDITIONAL WRITING BY
STEPHEN NEWTON



Thick Skull
adventures

COMPATIBLE WITH
**DCC
RPG**

LIGHTHOUSE AT SHIPBREAKER SHOALS



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Introduction

The blazing beacon from the lighthouse at Shipbreaker Shoals used to be visible on every cloudless night. Just above the horizon line, the brightest star in the sky, a sleepless eye, slowly winking on and off as it rotated between Sagewood and the sea. After weeks of fog and rain, last night was clear... and the lighthouse was dark.

The town council of Sagewood meets and decides *you* must go to the lighthouse and discover what's gone wrong! There are portents that someone—or something—wanted the lighthouse extinguished. It is up to you to uncover the mystery and see what has befallen the residents at the lighthouse at Shipbreaker Shoals.

About the Adventure

The Lighthouse at Shipbreaker Shoals is a brief adventure for 4-5 1st-level characters meant to serve as an optional bridge between Thick Skull Adventures' *Attack of the Frawgs* and *The Haunting of Larvik Island*. It includes many NPCs and locations from both of those modules. The adventure can be played as a standalone adventure or immediately after *Attack of the Frawgs*. It provides many adventure hooks for future adventures. It should take no more than a single 3-4-hour play session, or two 2-hour sessions.

Judge's Background

The rocky coast of Shipbreaker Shoals is a brisk day's walk from Sagewood and nearby Dead Goblin Lake. For decades, old Hek Linenden has kept watch at the lighthouse and the wondrous lamp housed within. While the lighthouse has provided safety and inspiration to sailors for generations, it has been the scorn of intelligent creatures who feel humankind have no place on or near the water—especially the malevolent sea god, Truloq.

A week ago, an incursion of creatures sent by Truloq were tasked to overrun the lighthouse and extinguish its light for good. Two of the invaders—the hagdragon and the barnacle bear—crawled from the ocean and, after mortally injuring Linenden, were able to temporarily douse the magical lamp, leaving lethal sludge in their wake.

Simple creatures, the hagdragon and the barnacle bear still lair in the area. The formidable hagdragon has burrowed deep into a sinkhole and will emerge to attack the lighthouse during the climax of the adventure.

Running the Adventure

The adventure takes place in 2 parts:

In **Part 1: Town Council Meeting at Sagewood**, the player characters learn of the trouble at the lighthouse and are charged by the town council to investigate the problem. The characters can use this opportunity to collect equipment and rumors about the lighthouse from various townsfolk.

In **Part 2: Shipbreaker Shoals and the Lighthouse**, the characters arrive at the lighthouse and discover its secrets, culminating in a battle against the horrible hagdragon.

CAMPAIGN PLAY

Many of the NPCs and locations in this adventure are also encountered within the modules *Attack of the Frawgs* and/or *The Haunting of Larvik Island*. If playing as a standalone one-shot adventure, feel free to ignore or replace mentions of “frawg attacks”, “Cybala's Rest”, or the “Black Corruption” with situations that are more appropriate for your current campaign.

Part 1: Town Council Meeting

Player Start

Read or paraphrase the following:

The blazing beacon from the lighthouse at Shipbreaker Shoals used to be visible on every cloudless night. Just above the horizon line, the brightest star in the sky, a sleepless eye, slowly winking on and off as it rotated between Sagewood and the sea. After weeks of fog and rain, last night was clear ... and the lighthouse was dark.

This morning the entire town of Sagewood has gathered in the Council Hall to discuss what to do. How long has the light been out? Was it just last night, or has it been dark all these past weeks? What happened to Old Man Linenden? What if he's injured? What if he's dead? Is the Black Corruption creeping up on us from the east now? How will Sagewood survive if the sea merchants can't navigate the Shoals?

Alderman Langford calls on you as loyal citizens of Sagewood: “You've got to go find out what happened to Old Linenden. You've got to help him restart the light before any ships run aground in the Shoals.”

If the PCs have played through *Attack of the Frawgs*, Alderman Langford adds the following:

Alderman Langford calms the crowd by reminding everyone of how you and your friends helped save the Dead Goblin Brewery and forced the frog men to retreat back into the Black Corruption. Sagewood isn't defenseless, not when you and your friends can help re-light the lighthouse.

Citizens of Sagewood

The player characters can interact with their neighbors to obtain clues and rumors.

IGNACIO

Ignacio is generally considered the best and strongest of the of the town's trappers now that Sturnen is dead. Ignacio has supplies and advice suitable for warriors of the party. He donates a short sword from his time in the town guard, and a suit of armor made from boiled deer leather. Ignacio is concerned about the recent death of fellow trapper Sturnen, and the creatures encountered near Dead Goblin Lake who threaten his livelihood of trapping gicastors (giant beavers the size of grizzly bears).

“If that light's gone out, Linenden is probably dead. Mark my

words, those frog-things crawling out of the Black Corruption is just the start. Who knows what else is going to crawl out of the Black Corruption? My recommendation: fetch that magic light in the lighthouse and bring it back here – maybe it can stop whatever is coming for us.”

He leans in close so no one else can hear and adds, “And if Linenden is dead... you may want to bring his leg back with you. I understand it holds the magic which enables him to light those stones.”

TORFIST

Torfist the trapper recently lost his partner, Sturnen, to giant frog men at Dead Goblin Lake. For the last several days he has been drinking heavily and is spreading rumors that are making others nervous.

“You people think the threat is gone... it’s not gone. Something took out Linenden just like it took out my Sturnen. Vanj the vagabond told me he saw a sea dragon swimming offshore just last week before he got locked up. I’m telling you; Cybala’s Rest is going to be the death of us all this year.

Still, Old Man Linenden was a good man and if something has happened to him, we owe it to him to give him a proper burial at sea. That’s how his type take care of their own. The man’s had enough bad luck ever since his leg was bitten off by a gicastor.”

Any further inquiries about Vanj or the festival of Cybala’s Rest are met with mumbles as Torfist continues drinking. The only thing Torfist offers the party is a swig from his beer.

WIDOW SORCHA

Widow Sorcha runs a small equipment shop that is really a front to resell used and stolen property. She is a shrewd judge of character and has advice for any thieves in the party. She donates a blackjack and a set of thieves’ tools that she keeps under the counter to any aspiring thug or bravo. Sorcha is known to be a canny dealmaker. Her husband died at sea, and her sons moved to Malmo (one week’s walk north of Gielo) years ago.

“You go out to the lighthouse, you keep on going. There’s a road along the coast. Follow that north and it’ll take you to Gielo. Start a new life there or Malmo, which is another week’s walk from there. This town is dying; the Black Corruption creeps a little closer every year. My own boys run an operation of out Malmo for folks not afraid to work discreetly. There’s no future for any of us here. Take whatever you can find in the lighthouse, use it to start over in the north.”

GRIZZLY

Grizzly is a hirsute druid and “potist laureate” (potion mixer) and has advice for any would-be potion makers in the party. He donates a half-finished potion.

“You know how the tastes of regional waters can affect the character of a wine? The same thing is true with how reagents can affect the splendor of a potion! I was hoping to infuse this here potion with an exotic spice like cinnamon or pepper. Ildavi knows that even the blood of some exotic creature might do the trick! I was hoping to get some of those frog



Torfist laments with a mug of Dead Goblin Stout

men scales, but I guess Langford burned the bodies so I’m out of luck there! Maybe you all will have better luck finding an exotic ingredient like garlic, brimstone, or the fur of a gicastor. Actually, anything exotic should make for an interesting concoction.”

“Speaking of Linenden, did you know he had a wooden leg? He was stranded on an island while trying one of those sea god rituals. Had to eat his own leg to survive.”

Grizzly’s Potion: Any aspiring potist must add a rare ingredient as an additional reagent to complete the half-finished potion. When the reagent is added, the spellcaster attempts a DC 15 spell check to see if the potion materializes. If successful, the alchemy is successful and the potion is magically imbued; otherwise, the spellcaster is left with a flask of tart liquor.

The judge is encouraged to reward player’s for attempting to use creative reagents. Some possible reagents (and potential effects) include:

- Hagfish slime (imbiber gains a gelatinous form for 1d4 turns; can climb walls, squeeze through small openings, and takes half damage from slashing and piercing attacks).
- Crushed barnacle shell (imbiber can vomit a saltwater breath weapon for 1d6 rounds (+2 missile fire (1d14, cumulative -1d damage per additional attack; cone 30’ long and 30’ wide at its end; DC 12 Ref save for half damage)).
- Horseradish or garlic (imbiber’s blood and sweat become acidic for rest of day; imbiber takes 1d4 damage immediately, but their unarmed attacks deal +1d damage and enemies take 1d8 damage from biting or

grappling imbiber).

- Powdered limestone (imbiber's skin turns white and stone-like until they wake up from their next rest, gaining +1d6 AC, but movement is halved).

ALDERMAN LANGFORD

Alderman Langford, a portly merchant, knows that successfully running a business is three-parts hard work and one-part old fashioned luck. He knows that the lighthouse has been responsible for much of the success of the town, and seeing it fail would ruin the local economy. He offers the party a 50' rope (*"It's a lucky rope! You'd be surprised how often you need a good piece of reliable rope!"*) and then offers the following information:

"You've never seen a lighthouse like the one at the Shoals! Built by dwarves centuries ago or so the story goes. Its limelight is spectacular, bright like you wouldn't believe! You burn limestone, it lights up like the sun. You have to get it hot though, normal flame won't work. That lantern is a marvel, better than anything we could make here in Sagewood. Linenden and Sister Marnett both worship them heathen sea gods, so perhaps there is strange magic involved? Either way, Linenden must have some stone left. You've just got to light it again if we are ever going to be able to trade with Gielo and Malmo merchants!"

Speaking of Linenden, did you know he had a fake leg? Yeah, he lost it to gangrene after getting it ripped open trying to trap giant crabs off the coast of Larvik Island."

SISTER MARNETT

Sister Marnett is a priestess of the sea god, Tork, and is often seen praying at the shores of Dead Goblin Lake. Sister Marnett has advice for any clerics in the party and donates a children's prayer book. The pocket-sized book has large script and a handful of woodblock images. It is sufficient to induct a novice into becoming a follower of Tork. There are not many clerics who worship Tork, but those who grew up hearing tales of the ancient explorer Larvik know that Tork is known to protect sailors.

"Hek Linenden is a good man, but he's been troubled these past months. He sent word for me to come to the lighthouse, and I prayed with him for respite. Hek told me he thought Tork had forsaken him, but that's impossible, of course. The sea god will protect any man who guards the shore. I helped bless that lighthouse, you know. Years ago, when Hek turned to the sea god, I was there to dedicate the house in Tork's name. No, I think there is something more nefarious at work."

I fear the poor man may have been targeted by worshippers of Tork's rival, his daughter Truloq. If you find anything odd—moss growing on dry soil, or the water becoming discolored—that will confirm my suspicions. If that is the case, take great care. I pray to Tork that Hek is well."

Tork Prayer Book: Each night studying the book, a cleric can learn one fact (roll 1d4): (1) Tork is the ancient god of the sea, (2) noble Tortorq is Tork's son, a man with a lobster head holding a conch shell, (3) cruel fish-headed Truloq and gentle crab-bodied Balina are Tork's daughters, (4) Tork lives now in the islands of Kaimai, but still hears

prayers made along the coast.

ROSANO

Rosano is an innkeeper, owner of the The Brave Trapper, and has advice for any dwarves, elves, or halflings in the party. He donates a bottle of "DGS Reserva," a medicinal beer that heals 1d4 hp.

"Going after Hek, eh? Did you know he had a tunnel buried under his house? Not many people knew about it, but he showed it to me one time when I dropped off a keg for him."

But listen kid, you gotta get outta this town. You were always a weird one. That used to be okay. You were our weird one. But the Black Corruption is here now. People talk. Bartenders, we hear everything. You're not gonna be safe here much longer. You go to the lighthouse and don't come back. For your own good, kid, don't come back. Oh, and if you see Linenden, ask him to show you his wooden leg! He lost his leg when he was trying to cast a magic spell and it just withered away."

FARKUS AND KARYN

Farkus and Karyn rush to catch up with the party just after they leave town. Farkus, a swineherd, and Karyn, the innkeeper Rosano's daughter, approach the party, carrying little but a change of clothes and a few day's meals.

"I'm glad we caught up with you! We were afraid we wouldn't catch you. We want to come with you! Please say yes? It's so boring in Sagewood, there's never anything to do. We couldn't let you go without trying to come too. Besides, we need you as witnesses – we're eloping! We just... we've never done anything like this before. Isn't this exciting?"

Farkus and Karyn are o-level non-combatants. It is completely up to the PCs to accept or reject their offer to join them. Their purpose in this adventure is to allow the judge to insert additional rumors or suggestions through the NPCs. They can also serve as replacements for dead player characters. They can transport the lantern back to Sagewood. If the player characters want *someone* to operate the lighthouse, Farkus and Karyn will volunteer to stay and take over the job. If the player characters are tempted to travel to Gielo, they'll mention wanting to experience the local festival "Cybala's Rest." Whatever the player characters' plan, Farkus and Karyn are eager to help.

Farkus the swineherd: Init -2; Atk hog snare +0 melee (DC 10 Ref safe or entangled); AC 10; HD 1d4 (3 hp); MV 30'; Act 1d20; SP hog snare entanglement; SV Fort -1, Ref -2, Will -1; AL L.

Karyn the innkeeper's daughter: Init -2; Atk cleaver +0 melee (1d4); AC 10; HD 1d4 (3 hp); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL L.

Part 2: Shipbreaker Shoals and the Lighthouse

The presence of the creatures sent by Truloq to extinguish the lighthouse has left hazardous residue that the characters may encounter in several areas.

Hagfish Slime: The presence of the hagdragon has caused much of the freshwater in the area to be transformed into hagfish slime. Hagfish slime is colorless, odorless, and extremely sticky. Many of the water containers on the grounds have been magically filled with slime.

Hagfish slime appears to be water to any character who inspects it without touching it. A thief can make a DC 15 *find trap* skill check to detect the slime as though it were a trap. A wizard or elf who successfully casts *detect magic* can perceive the slime for what it is. Touching the slime immediately reveals its true nature.

Any character who touches the slime is stuck fast and requires a DC 15 Strength check as an action to break free. Any character who consumes the slime will suffocate and die (DC 10 Fort save to vomit it up). A character who dies choking on slime can still be resurrected by clerical means (e.g., divine aid) or a Luck check to “recover the body” as normal.

Shipbreaker Shoals

Read or paraphrase once the characters arrive at the lighthouse and its surrounding area.

The lighthouse sits on a spur of land overlooking a cove the local sailors call Shipbreaker Shoals. The ground is sodden, and the air has a salty scent. From the east you hear ocean waves breaking against the white walls of the cliffs.

The grounds are comprised of several structures as well as the lighthouse. You can see a blonde-wooden residence with a water well and a small garden in front, and a tool shed built towards the rear.

To the north is a small shack which has thin fingers of smoke coming drifting up from its roof's chimney. Near the edge of the cliff is a wooden landing overlooking the waves. And, of course, dominating the vista is the lighthouse itself.

Gulls wail and cry, wheeling in circles overhead carried on the strong winds.

G1 – The Smokehouse

This simple wooden shack has a single door which is shattered and has no other openings or windows. A thin trail of gray smoke drifts from a narrow chimney pipe. The ground before the door has been torn apart. The grass is gouged with deep furrows, filled with muddy saltwater.

Once inside:

Based on the strong, nidorous smell and the soot covered walls, you realize this shack is used for smoking meat. The shack contains a smoldering fire pit, some grease-covered sticks, and an overturned metal basket which once held stones that are now scattered on the ground.

A small dog is scratching at one of the stone walls. It growls at your approach.

This is Linenden's smokehouse and sauna. The door was damaged when the barnacle bear was initially searching for Linenden. There are wooden benches along two walls and a grid of sticks covered in fat used for smoking meat are scattered near the fire pit. The metal basket was a brazier for

heating stones over a wood fire.

The dog is Kovu, Linenden's cat-sized turnspit dog. Kovu scratches at a section of the false wall. The wall has a cleverly concealed door which is easily found if the characters search the wall. The hatch is the egress point of Linenden's escape tunnel (area G7) which eventually leads to his kitchen (area H2).

If the party interacts with the dog in a congenial fashion, it will follow them, otherwise it remains loyally at the tunnel entrance. Kovu will instinctually jump into the running wheels in the kitchen (area H2), the workshop (area L3), and the beacon room (area L5).

G2 – The Poisoned Well

You stand before a small stone well used for drawing drinking water with a wooden spindle. The rope is fully extended and the wooden bucket rests atop the still water below.

All the water in the well has been transformed to hagfish slime. The bucket is caught fast. A DC 10 Strength check will break the rope from the bucket's handle, allowing 50' of it to be recovered. The bucket can't be saved.

If a character climbs down to the bottom of the well, they'll get pulled down to their knees in the clear slime. If they attempt to dig themselves free, their hands will get stuck too. Characters at the top of the well can attempt a DC 15 Strength check to retrieve their friend. After the first failed check, the stuck character sinks to their waist. After the second failed check, they'll sink to their neck. After a third failed check, their head will go under the slime and they will drown.

Characters who are pulled from the well slime will find that they have a usable crowbar affixed to their leg when they get pulled up by their comrades. The crowbar was lost in the well when Linenden originally attempted to retrieve the bucket.

G3 – The Garden

A two-foot-high stone wall surrounds a small garden next to the front door of the house. Linenden's garden is planted with horseradish. A family of human-baby-sized guinea pigs crouch amidst the rows, nibbling the lower leaves. It could be your eyes playing a trick on you, but the guinea pigs appear to have gills.

Each character can harvest 1d6 horseradish plants if they desire. Each horseradish is worth 1 silver coin in Sagewood or 1 gold coin in Gielo. The horseradish can also be used as a reagent for Grizzly's potion (see **Part 1: The Town Meeting** and the **Citizens of Sagewood** section).

There are 3 guinea pigs, each the size of a human infant. The appearance of the hagdragon has mutated them, causing them to gain water-breathing gills, but otherwise they are harmless. A character can make a DC 15 Agility check to try catching one. Any guinea pig who escapes this attempt will burrow into the ground and cannot be found, although if one is caught, it will quickly become docile and follow the party. Mere curiosities in Sagewood, these mutant water-breathing guinea pigs are worth 10 gold coins in Gielo as exotic pets.

G4 – The Sinkhole

The ground turns muddy and slick around a sinkhole 12' in diameter. Curdled clots of translucent slime are spattered near the mouth of the sinkhole. A piece of rubbery flesh—like a giant slab of fatty gray steak—is caught on a root 10' down within the sinkhole. A putrid smell of rotting fish emanates from the hole.

The clumps of slime around the hole are hagfish slime, but it is no longer sticky due to age and exposure.

Characters examining the sinkhole with some sort of animal affinity in their occupations (animal trainer, trapper, etc.) will immediately recognize that the hole was created by some sort of “large, burrowing animal.” Characters who descend at least 10' into the sinkhole will be able to retrieve a hagdragon scale lodged in the soil, but will be attacked by a swarm of hagfish wormlings for their trouble. The sinkhole continues 60' into the earth before the sinkhole fills with saltwater. (The hagdragon itself is slumbering another 200' down and will awaken during the climax of the adventure—see area L5 and finale event.)

Hagfish Wormling (swarm): Init +0; Atk bite +1 melee (1d4 + entanglement); AC 10; HD 1d6 (hp 5); MV 10' or swim 20'; Act 1d20; SP bite all targets within a 10' by 10' space, DC 15 Str check or entangled, half damage from non-area attacks; SV Fort +0, Ref +0, Will +0; AL N; Crit M/d6.

Hagdragon scale: The scale itself is a 9" long piece of rubbery hide which was sloughed off when the beast burrowed

back into the soil to rest. If successfully added as a reagent to Grizzly's potion (see **Part 1: The Town Meeting** and the **Citizens of Sagewood** section), it will become an *invisibility to sea creatures* potion, causing the imbiber to become invisible to the hagdragon, the barnacle bear, or any other chaotic sea creature for 1d4 rounds. (Note: the potist will be able to understand the nature of the potion by sampling a single drop and making a successful DC 12 spellcheck.)

G5 – The Shed

From the front:

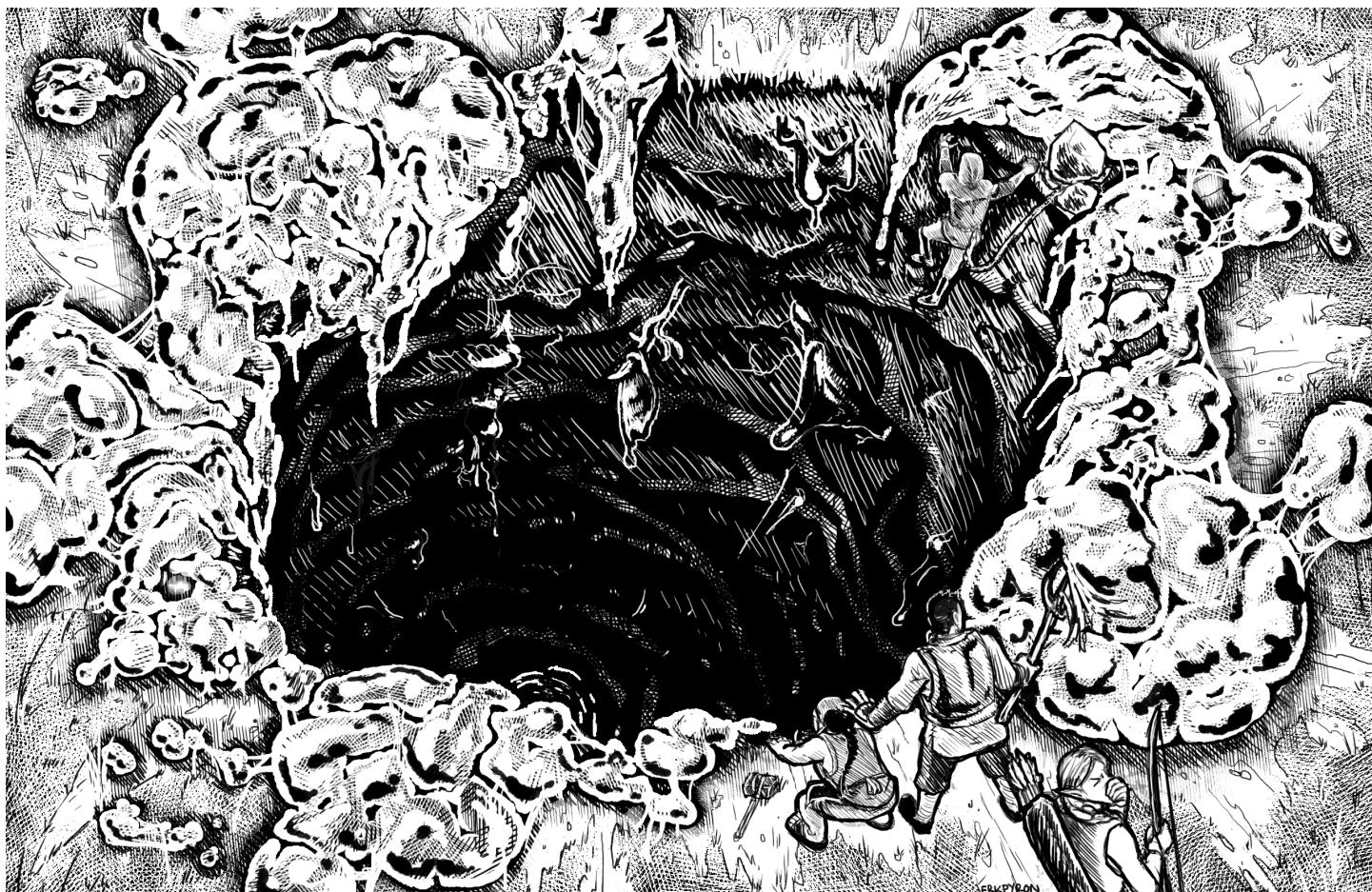
Linenden built a wooden storage shed right up against the wall of the lighthouse. The door is broken open and hangs off its hinges. The air here is still and eerily silent.

The interior walls are completely covered in barnacles, like an ossuary. The inside is piled with barnacle-covered junk.

Three giant axolotls have crawled out of the nearby sinkhole and are now nesting in the dark corners of the shed. If the characters attempt to retrieve any items, the creatures will become startled and attack.

The giant axolotls are vicious, dark grey, dog-sized salamanders with feathery gills sprouting from their heads. Their hides are half-covered in scabrous barnacles.

Axolotl, Giant (3): Init +1; Atk bite +1 melee (1d6); AC 12; HD 2d8 (9 hp); MV 20'; Act 1d20; SP regeneration, vulnerable to fire and magic; SV Fort +2, Ref +1, Will +0; AL C; Crit M/d8.



Regeneration: The giant axolotl regenerates 1d3 points of damage at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0.

Vulnerable to fire and magic: Damage inflicted by fire or magic does not regenerate.

Once the axolotls are dealt with, 1d3 items can be recovered, everything else is ruined by the saltwater damage. Roll 1d6: (1) 50' rope, (2) rope net, (3) wooden lobster trap, (4) buoy, (5) waterproof coat, (6) fishing spear.

G6 – The Dock and Cliff

You see a short boardwalk leading to the cliff's edge. It is surrounded by a wooden guard-fence, making a look-out point over the sea. The ocean roars below, as the waves crash against the face of the cliff.

There are wooden planks driven directly into the soft limestone cliff face forming a staircase that leads down to the water 100 feet below. Only the top half the stairway remains. The bottom 50 feet of stairs have been shattered and broken off the cliff wall. Wooden debris still floats in the shallow surf below.

Down below, you can see a rowboat is tethered to one of the few remaining steps and bobbles on the waves.

Any dwarves in the party focusing their sense of smell will detect a small amount of silver contained in the boat below.

The cliffs are sheer but soft. Without a rope, climbing them requires a successful DC 12 Strength check or a DC 10 *climb sheer surfaces* skill check. On a failure, roll 1d100 (round down to the nearest 10' increment) to determine how far a failed climber falls. Falling deals 1d6 damage per 10' fallen.

A large rowboat is docked to the bottom step. If the characters manage to descend the face of the cliff, they can unlash the boat from the dock. With 50' of rope, it could be hauled up to the staircase and dragged to the boardwalk. With 100' of rope it could be hauled directly to the top of the cliff. This is time consuming, but not difficult for a large party.

If the characters haul up the boat or descend the stairs, they will be attacked by hagfish wormlings—a writhing mass of eyeless, pale eel-worms—which lair in the soft limestone. Anyone grappled by them or who touches them while making a melee attack is entangled by hagfish slime and stuck fast until they use an action to make a successful DC 15 Strength check.

Hagfish Wormling (swarm): Init +0; Atk bite +1 melee (1d4 + entanglement); AC 10; HD 1d6 (5 hp); MV 10' or swim 20'; Act 1d20; SP bite all targets within a 10' by 10' space (DC 15 Str check or entangled), half damage from non-area attacks; SV Fort +0, Ref +0, Will +0; AL N; Crit M/d6.

Rowboat: Concealed within a panel built into the side of the rowboat is a fishing spear (1d6 damage), a silver spyglass (25 gold coins) and a map which shows an outline of the coast. It shows the coastal town of Gielo a few days sailing to the north. From there, one could sail east to a small island. On the island someone has scrawled an "X" along with the words,

"Larvik's treasure."

If the characters choose to pilot the rowboat, the strong current will carry them north to Gielo in 3 days, half the time it would take to walk. They must succeed at a DC 5 sailing skill test to avoid being run aground by the tides once per day; only a halfling mariner, elven navigator, dock worker, or a character with a similar background could be counted as skilled. If run aground, they must walk the rest of the way.

G7 – Escape Tunnel

This rough earthen tunnel is dank and sloppy with mud. The earthen walls are 4' high and glisten with dampness from the ground's natural moisture. A rancid smell of decomposition fouls the air.

If the characters explore the tunnel, they will eventually come to the source of the smell: the corpse of Hek Linenden. Linenden succumbed to his wounds in the tunnel after facing off against the barnacle bear in his kitchen. Linenden was an old man with a thick white beard. His face and chest have deep slashes from the barnacle bear's claws. Around his neck is an elaborate necklace of shells which can be used a holy symbol of Tork or Tortorq and provides a +1 bonus to a cleric's spell checks vs. the hagdragon.

On Linenden's belt is a sturdy dagger currently covered in dried blood and pieces of rubbery skin.

Linenden is missing his right leg below the knee. His false leg is a single piece of maple exquisitely carved to appear as a shark consuming his leg up to his kneecap. The wooden leg is ornate, but non-magical; however, the judge is encouraged to let the players to think it might have magical properties. It is worth 2 gold coins in the town of Sagewood due to its notoriety.

Examining or moving the body will disturb the family of carrion beetles currently feasting on his corpse. The beetles are as big as a human fist; their size and speed make them difficult to hit.

Carrion beetles (x3): Init +1; Atk bite +1 melee (1d4 + venom); AC 14; HD 1d6(3 hp); MV 40' or burrow 20'; Act 1d20; SP venom (DC 10 Fort save or extreme swelling); SV Fort +0, Ref +0, Will +0; AL N; Crit M/d6.

The bite of a carrion beetle causes extreme (almost cartoonish) swelling in the victim. As a result of the swelling, all physical attacks and Agility checks suffer -1d. The swelling will subside in 24 hours or with a successful *lay on hands* check (treat as a broken limb).

Linenden's House

Linenden's house is a blonde-wood cottage built directly against the side of the lighthouse. It is shielded from the sea by the lighthouse tower. No smoke rises from the cobblestone chimney. A small kitchen garden grows beside the front door.

The strong wind coming off the sea bangs an unsecured window shutter rhythmically against the side of the house.

Note: The judge should take note how the characters enter the house. If they wish to enter stealthily, have them make a DC 8 *sneak silently* for thieves and halflings or an opposed



sneak check vs. barnacle bear's +3 listen check for all other classes or NPCs. Make note of the success or failure for reference in area H2.

H1 – Mudroom

The front door has been ripped off its hinges revealing a narrow entryway. The floor is covered in old footprints, peg prints, and the tracks of a large animal. There is a bench seat set against the interior wall, and two waterproof tar-cloth coats hanging from pegs. Two left boots sit near the bench. A wooden bowl carved with ornate glyphs is near the boots; it is currently filled with slime.

There are two doors leading to the interior of the house.

If Kovu the turnspit dog from area G1 is with the party, it will begin growling as it enters this room.

The two boots are filled with saltwater and are lined inside with barnacles. The ornate glyphs spell out “Kovu” for anyone who speaks or can decipher the Neutrality language.

The coats are durable and act as leather armor (+1 AC). If a character checks both coats, the second coat has a bronze compass, a pipe, and a pouch of tobacco worth 1 sp in one of the pockets.

Compass: The compass bears a faded inscription “*Hek Linenden*” and a fresh inscription “*To my son Heinrik, may you always find your way back to shore.*” It is worth 10 gold coins to buyers in Sagewood but considered priceless to Hek Linenden’s son (see **Concluding the Adventure**).

H2 – Kitchen

Read or paraphrase, altering the creature’s actions depending on whether or not the PCs have gained surprise.

A cobblestone hearth—complete with tinderbox and roasting spit—dominates the left wall. There is a large table beneath the back window, and pantry door along the right wall. Garlands of onions and a string of garlic bulbs hang from the ceiling by the window.

A creature roughly the size and shape of a grizzly bear is scratching near the hearth. The beast is a quasi-aquatic monstrosity with rubbery, barnacle covered skin, like a catfish. It appears wounded, but still ferocious and dangerous. It approaches you with menace.

Linenden and his dog made their last stand against the barnacle bear from here. Mortally wounded, Linenden was able to escape into his secret tunnel (area G7).

If the turnspit dog (Kovu) from area G1 is with the party, it will hop on the wooden wheel (see below) and begin running once any immediate threat is over.

The barnacle bear is recuperating from its encounter with Linenden. If the characters as a group successfully entered the house stealthily, they gain surprise on the barnacle bear, gaining one round of actions before initiative is rolled. Failure results in the barnacle bear being granted a bonus surprise attack before initiative is rolled.

Barnacle bear: Init -1 (slower due to injuries); Atk mauling claw +3 melee (1d10) or bash +3 melee (1d6); AC 14; HD 4d8 (28 hp); MV 30'; Act 1d24 or 1d20; SP crit on 20+, vulnerable to fire; SV Fort +3, Ref +3, Will +0; AL C; Crit G/d4.

The barnacle bear is a gray skinned, bear-sized creature that walks upright on two legs, with incrustations of barnacles covering half its body. The barnacles grow like spikes from its knees and elbows, and like claws from its hands and feet. Barnacles grow on its head like a beard and eyebrows. The creature is severely injured from its fight with Linden.

The barnacle bear alternates attacks with its mauling claws (d24 action die) and bashing with its spikes (d20 action die). It is vulnerable to fire; fire-based weapons inflict +1d damage.

Hearth & Tinderbox: A small stack of firewood and a tinderbox stand beside the hearth. The hearth has a metal tureen on a stand above the ashes, and a wooden running wheel affixed to the wall. The tinderbox is filled with saltwater and lined with barnacles. The tureen is filled with hagfish slime. The wooden wheel is connected via chains and pulleys to a metal spit in front of the hearth. Turning the wheel turns the spit.

Table: The table has a metal washbasin filled with hagfish slime. There is a cleaver and a flensing knife (treat as daggers). Beneath the table are a wooden bucket and a metal pail, both filled with hagfish slime.

Pantry: The pantry is filled with saltwater that pours out when the door is opened. The interior is lined with barnacles.

All the food inside is ruined. The pantry contains several glass bottles of various sizes; their labels are missing and their original purpose can't be determined because of the barnacle crust. All are filled with hagfish slime, but if the hagdragon is slain, they revert to dandelion wine and caraway liquor.

Fortified Door: If the characters have surprise, they see the barnacle bear pawing at a solid oaken door which Linenden escaped through before succumbing to his wounds. Linenden locked and fortified the door from the tunnel side after fleeing from his attacker. It requires a DC 18 *disable trap* check or successful *knock* spell to open. If the characters attempt to hack it down with brute force, it will alert 3 giant axolotls from area G4 who will come to investigate the source of the noise. Beyond the door is Linenden's secret escape tunnel (area G7) which leads to the smokehouse (area G1).

H3 – Bedroom

Linenden's bedroom holds a large bed, a dressing table, a trunk at the foot of the bed, and a small altar beneath the back window.

The bed is made with wool blankets and goose-down pillows. There is a pillow for the turnspit dog at the foot of the bed. Underneath the bed is a chamber pot filled with hagfish slime.

Dressing Table: The dressing table has a ceramic pitcher and a small washbasin, both filled with hagfish slime. There is a small metal mirror worth 10 gold coins, and a very fine shaving kit worth 2 gold coins beside the washbasin.



Trunk: The trunk is filled with saltwater, and its interior is lined with barnacles. The trunk holds saltwater-soaked clothes and a saturated prayer book (identical to the one Sister Marnett offered the party's cleric). A thorough search through the clothes will turn up a wooden box wrapped in a sweater with about 250 silver coins inside, and a pouch tucked into a pair of socks with two pearls worth 10 gold coins and 25 gold coins.

Prayer Book: Studying the sodden prayer book reveals Hek Linenden's name written inside the front cover, and on the back cover, an illegible prayer in Linenden's handwriting. A successful casting of the spells *comprehend languages* or *read magic* will reveal that the prayer is addressed to Tork and alludes to the menace of Truloq in the body of the prayer, although nothing more specific is legible. A handwritten note on one of the pages says, "Tork protect me! I fear your daughter is sending her minions to extinguish the light which safely guides your school of followers!"

Altar: The altar is a simple cloth-draped table with a small rug beneath it. A hand-carved holy symbol depicts Tortorq as a lobster blowing a conch-shell horn. A cloth has been placed over two more pieces of wood and a carving knife (treat as a dagger). The first wooden piece, half finished, seems to depict a crab holding a spear (Balina). The second wooden piece has a chalk outline but no carving; it shows a woman with a fish's head (Truloq). Close inspection of the altar reveals two worn spots from kneeling on the rug, and slight staining where Linenden pressed his face to the altar and wept. Each of these items can be used as a holy symbol for clerics who choose to worship Tortorq, Balina, or Truloq.

The Lighthouse

The lighthouse is a cylindrical tower constructed from the same white stone as the cliffs. At the top is the glass-walled beacon room. The entire structure is approximately 50' tall.

A stone door at the base of the tower has a strange border and has been carved with an inscription.

The inscription on the door shows a carved effigy of Tortorq as a lobster blowing a conch-shell horn. Below that text reads "Sea Father Tork! Tortorq blessed son of the Sea Father! Protect this structure, and all who dwell inside. May you temper the destructive ambitions of your eldest daughter! Let the great light never go dark!" Linenden has also begun a new effigy of a crab holding a spear (Balina) and human female with the head of a fish (Truloq) below his original prayer.

The border of the door is also carved with runes or sigils. Successfully casting *comprehend languages*, *detect magic*, or *read magic* reveals a longer prayer to Tork in an older language. Clerics who study the spell will realize the spell is *holy sanctuary*, and will gain the ability to cast that spell if they do so in the name of Tork or Tortorq.

Fleeing the Lighthouse: If a character needs to rapidly escape from the lighthouse (for example, during the hagdragon attack finale), reference the following:

Each round, a character can safely descend one flight of stairs (e.g., descending from area L5 to area L4) and take an action, or *bolt* down the stairs by using both their movement and

action to descend two flights of stairs. Characters who are attempting to bolt down the stairs must make a DC 10 Ref save or fall prone, requiring an action on their next round to get back up.

Note: Carrying a heavy object (for example, attempting to carry the Great Lantern from area L5) counts as an action. In other words, if three characters are trying to flee with the Great Lantern, they can only move with the object for that round and may not *bolt*.

L1 – The Stairwell

A sturdy wooden staircase winds around the interior of the lighthouse tower twice as it rises. It ends at an unlocked trapdoor leading up towards a room above. A large silver plaque on the wall bears an inscription in the dwarvish language.

If any of the characters can decipher dwarvish, it says: "The stones that built this lighthouse and the glorious *Spark of Daentharr* which illuminates the dark were provided by the Priests of the Hallowed Forge. Mighty is the hammer that pounds for Daentharr." Despite Hek being a worshipper of Tork and Tortorq, the lighthouse itself was constructed centuries before by clerics of Daentharr as an act of public service. The plaque itself can be used as a shield.

Note: From this location, any dwarves in the party will be able to smell "a concentrated amount of precious metal" from somewhere above (the *Spark of Daentharr* from area L5).

L2 – Tool Storage

Built against the side of the lighthouse is a storage area full of tools, limestone rocks, logs, loose boards, and scraps of rope.

Linenden keeps a rock hammer (1d6 damage) for mining limestone and a handaxe (1d6 damage) for cutting timber. There is also an intact 50' rope.

L3 – The Workshop

This level has been converted into a small workroom containing two workbenches and tools for working with wood and stone. One bench has a few finished boards propped against it, the other has a handful of limestone pucks. The wooden stairway continues upwards towards the next level of the lighthouse.

Linenden used the first work bench for splitting logs and cutting lumber into boards. The tools here would make poor weapons.

The second work bench is for cutting and polishing limestone. This area has a somewhat elaborate apparatus powered by a running wheel that sprays water onto the stone as it is being cut. If the turnspit dog is present, it will instinctively hop into the wheel and start running. The limestone pucks serve as fuel for the Great Lantern (see area L5).

Limestone puck: Each limestone puck is as heavy as a brick. Once ignited, a single puck burns long enough to last a single night. (See area L5 for more information about igniting the pucks.)

L4 – Limestone Storage

You see a cramped storage closet. All three walls are lined floor-to-ceiling with cubbies. About half the cubbies are empty, but the others hold limestone pucks. The wooden stairway continues to wind upwards towards the top of the lighthouse.

There are enough pucks to supply the lantern for several months (63 in total), although the characters will need to propose a clever solution to transport the weighty stones.

Note: Once the hagdragon attack begins (see **Finale Event: The Hagdragon Attacks!**), if any character starts their round in this room, or enters this room during their round, they must make a Luck check or be struck by falling limestone pucks (1d3 damage).

L5 – The Beacon Room

You pass through the trapdoor into the beacon room. Its walls are floor-to-ceiling glass windows which provide an awe-inspiring view of both the waves crashing within Shipbreaker Shoals and the surrounding countryside 50' below.

At the center of the chamber is the Great Lantern, now dark.

Lying on the floor is a bear-sized creature with a barnacle-covered, rubbery hide. One forearm of the beast is skeletonized, its flesh seemingly burnt away. The scorched bones of its paw grip what appears to be a silver spike.

Sensing the motives of the characters, Truloq will awaken the convalescing hagdragon and send it to attack the party and destroy the lighthouse once and for all. The hagdragon will begin its attack within 2 turns—sooner if the characters light the lamp, remove it from its dais, or start to head back down the lighthouse tower. The hagdragon will emerge from the sinkhole, wrap itself around the lighthouse, and begin attacking the characters and crushing the lighthouse. See **Finale Event: The Hagdragon Attacks!** below.

The dead creature: The creature is another barnacle bear, a bear-sized humanoid creature with stone grey skin spikes of bone and barnacles growing from its joints. The barnacle bear clutches the Great Lantern's lighting mechanism—the *Spark of Daentharr*—in its skeletal claw. The creature's flesh on its arm was burned to cinders when it removed the device.

The Great Lantern & The Spark of Daentharr: The Great Lantern sits on a dais. The lantern is as big as a wine barrel and too heavy for any single person to carry alone. It requires at least two characters working in tandem to even budge the device and three characters to physically carry it. The lantern is priceless in the current age. It is worth not just money but also favors and worldly power in both Sagewood and Gielo.

The lantern burns limestone pucks which produce an incandescent limelight that shines as bright as the sun. One side of the Great Lantern is silvered and mirrored, which reflects its light out in a wide arc that fills half the sky. Below the pan which holds the limestone puck is an empty cradle which secures the lightning mechanism—the *Spark of Daentharr*.

Igniting a limestone puck requires the use of magic. For this purpose, dwarven priests gifted the original caretakers of the lighthouse the *Spark of Daentharr*, an object capable of producing a magical flame so hot it can set the limestone

itself alight. It is impossible to produce a non-magical flame hot enough to set the limestone pucks aflame. See the **New Magic** appendix for more details. (Note: Normally it requires reciting the magical incantation to ignite the *Spark of Daentharr*, but judges should rule that any character attempting this feat while in the lighthouse will be assisted by Daentharr, thereby allowing the lighting to be successful.) Dwarves will immediately recognize the device and know its true purpose.

Finale Event: The Hagdragon Attacks!

A noise like thunder rises from below. Peering down through the beacon room windows, you see a great, flabby, loose-skinned worm begin to rise out of the sinkhole below and begin wrapping itself around the lighthouse! Its giant nostrils sniff as it pulls its eyeless face level with the beacon room. It rears its head back, opens its toothless maw, and screeches like scraping glass, shattering the beacon room's windows and filling the chamber with the overwhelming stench of rotting fish!

Note: Remember to see **Fleeing the Lighthouse** for guidance on judging characters attempting to flee during the attack.

The hagdragon is an enormous creature resembling a giant hagfish, wide enough to stand on, and longer than the lighthouse is tall. Its floppy, loose skin is bunched about its frame, offering it a kind of armored protection.

The hagdragon initially focuses part of its wrath on the lighthouse. Unless the characters can act quickly to prevent it, the hagdragon will destroy the lighthouse tower, likely killing them all as they fall 50' while the building collapses onto them. The true challenge for the players is to figure out how to injure the hagdragon enough before it can unleash its full power on the characters.

In the initial rounds of combat, the hagdragon bites and alternates using its slime breath and tail slap, while crushing the lighthouse tower with its massive body. After the lighthouse collapses, it will bite, slap, and crush the characters each round. The table below summarizes the hagdragon's tactics (and their effects) by round of combat.

Note: If any character rolls a critical hit when attacking the hagdragon or a fighter or dwarf succeed on their mighty deed, it unwinds from the lighthouse for 1d4 rounds, providing ample time for the characters to escape the structure should they so choose.

Regardless of the fate of the characters, the hagdragon retreats back into the ocean once the lighthouse is destroyed.

	Hagdragon Tactics and Results
1	<p>On hagdragon's initiative: The hagdragon bites and uses slime breath.</p> <p>At end of round: <i>The lighthouse trembles as the hagdragon coils itself around the structure and squeezes!</i></p>
2	<p>On hagdragon's initiative: The hagdragon bites and tail slaps.</p> <p>At end of round: <i>There is a thunderous crack as the hagdragon partially dislodges the lighthouse from its foundations! The whole building now stands slightly askew. A couple more attacks like that and the lighthouse will surely be destroyed!</i></p> <p>All characters must make a DC 8 Ref save or fall prone (and spend their next action standing up.) Any character which critically fails their save falls off the tower, taking 1d6 damage for each 10' they fall, based on their current height.</p>
3	<p>On hagdragon's initiative: The hagdragon bites and uses slime breath.</p> <p>At end of round: <i>There is a horrible crunching sound and bricks begin raining from the lighthouse walls onto the ground below. The whole building seems to sway back and forth. Another attack like that and the lighthouse will topple over!</i></p> <p>All characters who are still inside the lighthouse tower are endangered by falling bricks. Those characters must make a DC 12 Ref save or take 1d3 damage. Critically failing the Ref save indicates the character falls off the tower, taking 1d6 damage for each 10' they fall, based on their current height.</p>
4	<p>On hagdragon's initiative: The hagdragon bites and uses its tail slap.</p> <p>At end of round: <i>The tower crumbles and collapses as the hagdragon crushes its massive body through the stonework!</i></p> <p>All characters still inside the tower are crushed as stone walls collapse on top of them. Trapped characters take 5d6 damage (DC 10 Ref save for half damage) and must spend a full combat round digging themselves free of the rubble. If the <i>Spark of Daentharr</i> or the Great Lantern is still in the tower when it collapses, they are irrevocably lost.</p>
5	<p>Parting Shot: With the tower now destroyed, assuming it has not been killed, the hagdragon will make one final attack with its bite on the PC with the lowest Luck outside the tower and then slither back into the ocean.</p>

Hagdragon: Init +6; Atk bite +6 melee (1d6) and tail slap +6 melee (1d10) and crush (special); AC 16; HD 9 (58 hp); MV 50' or swim 50'; Act 3d20; SP amphibious, corrupt water, crush, slime breath 3/day; SV Fort +6, Ref +6, Will +6; AL C; Crit DR/d24.

Amphibious – The hagdragon can breathe and move as easily in the ocean as on land.

Corrupt Water – The hagdragon poisons and corrupts all the fresh water nearby. If any character who engages in melee attacks against the hagdragon is carrying any containers of liquid (such as holy water, a healing draught, or a magic potion) the liquid is transformed to hagfish slime. All transformed liquids revert to their original form when the hagdragon dies.

Crush – The hagdragon has a special crush attack. The hagdragon ties itself in a knot around its target, squeezing them through the folds of its sagging flesh. The attack deals 2d6 damage (DC 12 Fort save for half damage), but the target can allow any number of items of equipment to be crushed and destroyed to prevent an equal number of points of damage. For example, sacrificing one item prevents 1 point of damage, sacrificing two items prevents 2 points, etc. All the coins in a denomination can be considered a single item. For example, all the copper coins together count as one item, all the silver coins count as another, etc.

Slime Breath 3/day – During the first and third rounds of combat, the hagdragon will breathe hagfish slime at a character. A DC 16 Ref save avoids the slime; otherwise, it requires a DC 15 Strength check as an action to escape.

Judge's Note

Reward creative thinking! Your players may come up with unconventional tactics to stymie the hagdragon, and these should be rewarded! The three sample tactics mentioned here *will* work and should serve as a template for how to adjudicate other creative attacks.

- Feeding the hagdragon garlic, onions, or horseradish will deal 1d12 damage to the monster and prevent it from using its bite attack the next round (although each food only works this way one time). Other large food items, such as a guinea pig, the turnspit dog, or a relevant trade good prevents the next bite attack but deals no damage.
- Leaping onto the hagdragon's back is easy and automatically succeeds, although the character must pass a DC 10 Agility check or DC 8 *climb walls* skill check each round to avoid falling off and plummeting 30' for 3d6 damage. The hagdragon will not attack characters on its back unless it has no other targets, and a backstabbing thief or a warrior with 3+ on their deed die scores an automatic critical hit with each successful attack from atop the beast.
- Lassoing a rope around the hagdragon's neck prevents falling off, and deals damage as a garrote (2d4), scoring an automatic critical hit if pulled by a backstabbing thief or by a warrior with 3+ on their deed die. If the end of the rope is tied to the mechanism that rotates the Great Lantern, and either a character or the turnspit dog turns the mechanism, the rope deals 2d6 damage to the hagdragon per round.



Concluding the Adventure

If the PCs survive the hagdragon, any remaining monsters on the grounds will flee, the saltwater will drain away, the barnacles will die, and all the hagfish slime will transform back into its original liquid form (usually fresh water).

The destruction of the lighthouse, while a catastrophe, is not nearly as important as the loss of the *Spark of Daentharr* or the Great Lantern. If those artifacts were saved, Alderman Langford and the other townspeople will desperately implore the PCs to leave those artifacts behind so they can rebuild the lighthouse.

If the *Spark of Daentharr* was recovered, Sister Marnett will advise that there are dwarves in Gielo who could advise the party on how to locate the Priests of the Hallowed Forge who originally constructed the lighthouse. Only they will know how to properly repair the lighthouse. She warns that Sage-wood may be doomed within a year if the lighthouse is not rebuilt.

The characters are free to return to Sagewood or head north to Gielo. Assuming they survived, Farkus and Karyn will support any decision they make. If alive, Kovu the turnspit dog will remain a loyal companion. Heinrik Linenden, a fisherman in Gielo, would appreciate any news of his father, and would trade a boat-ride anywhere in exchange for his father's compass.

New Monsters

Giant Axolotls

Axolotl, Giant (3): Init +1, Atk bite +1 (1d6); AC 12; HD 2d8 (9 hp); MV 20'; Act 1d20; SP regeneration, vulnerable to fire and magic; SV Fort +2, Ref +1, Will +0; AL C; Crit M/d8.

The giant axolotls are vicious, dark grey, dog-sized salamanders with feathery gills sprouting from their heads. Their hides are half-covered in scabrous barnacles.

Regeneration: The giant axolotl regenerates 1d3 points of damage at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0.

Vulnerable to fire and magic: Damage inflicted by fire or magic does not regenerate.

Barnacle Bear

Barnacle Bear: Init +2; Atk mauling claw +3 melee (1d10) or bash +3 melee (1d6); AC 14; HD 4d8 (30 hp); MV 30'; Act 1d24 or 1d20; SP crit on 20+, vulnerable to fire; SV Fort +3, Ref +3, Will +0; AL C; Crit G/d4.

The barnacle bear (or sea bear, as some sailors call them) is a dark grey skinned, bear-sized creature that walks upright on two legs with incrustations of barnacles covering half its body. The barnacles grow like spikes from its knees and elbows, and like claws from its hands and feet. Barnacles grow on its head like a beard and eyebrows

The barnacle bear alternates attacks with its mauling claws (d24 action die) and bashing with its spikes (d20 action die). It is vulnerable to fire; fire-based weapons inflict +1d damage.

Hagfish Wormlings

Hagfish Wormling (swarm): Init +0; Atk bite +1 melee (1d4 + entanglement); AC 10; HD 1d6 (5 hp); MV 10' or swim 20'; Act 1d20; SP bite all targets within a 10' by 10' space, DC 15 Str check or entangled, half damage from non-area attacks; SV Fort +0, Ref +0, Will +0; AL N; Crit M/d6.

A writhing mass of eyeless, pale eel-worms. Anyone grappled by them or who touches them in a melee attack is entangled by hagfish slime and stuck fast until they use an action to make a successful DC 15 Strength check.

Hagdragon

Hagdragon: Init +6; Atk bite +6 melee (1d6) and tail slap +6 melee (1d10) and crush (special); AC 16; HD 9 (58 hp); MV 50' or swim 50'; Act 3d20; SP amphibious, corrupt water, crush, slime breath 3/day; SV Fort +6, Ref +6, Will +6; AL C; Crit DR/d24.

Amphibious – The hagdragon can breathe and move as easily in the ocean as on land.

Corrupt Water – The hagdragon poisons and corrupts all the fresh water nearby. If a character who attacks the hagdragon is carrying any containers of liquid (such as holy water, a healing draught, or a magic potion) the liquid is transformed to hagfish slime. All transformed liquids revert to their original form when the hagdragon dies.

Crush – The hagdragon has a special crush attack. The hagdragon ties itself in a knot around its target, squeezing them through the folds of its sagging flesh. The attack deals 2d6 damage, but the target can allow any number of items of equipment to be crushed and destroyed to prevent an equal number of points of damage. For example, sacrificing one item prevents 1 point of damage, sacrificing two items prevents 2 points, etc. All the coins in a denomination can be considered a single item. For example, all the copper coins together count as one item, all the silver coins count as another, etc.

Slime Breath 3/day – During the first and third rounds of combat, the hagdragon will skip its tail slap in order to breathe hagfish slime at a character. A DC 16 Ref save avoids the slime; otherwise, it requires a DC 15 Strength check as an action to escape.

New Magic

Spark of Daenthlar

The *Spark of Daenthlar* is a magical device gifted to the original dwarven caretakers of the lighthouse centuries before. It resembles a 10" long candle-shaped spike forged from mithril. Like the lighthouse itself, it was created by the Priests of the Hallowed Forge—clerics of Daenthlar—specifically for the lighthouse. While not practical as a weapon, with the correct incantations, it is capable of producing a small

6" long magical flame which lasts for 2 rounds and is so hot it can set stone (e.g., limestone pucks) itself on fire. Igniting the spark requires knowledge of the holy lighting incantation (a successful DC 12 spell check by a cleric of Daenthlar; failure indicates that no spark is created, while a critical failure (e.g., rolling a natural 1) indicates that the *Spark of Daenthlar* has created a burst of blue-hot flame which inflicts 3d6 fire damage to all within a 15' radius (DC 12 Ref save for half damage).

Touching the *Spark of Daenthlar* while it's burning, or up to 5 rounds immediately after it's flame has been extinguished, causes 2d4 fire damage.

Dwarves can smell the *Spark of Daenthlar* from 100' away.

The Great Lantern

While most think the Great Lantern is "as bright as the sun", it is actually creating a beam of focused divine *gemlight* capable of shining its light 10 times further than normal flame. The Great Lantern is a marvel of engineering, crafted over 3 years by artisans whose bodies were literally possessed by angelic heralds of Daenthlar who oversaw its construction. It is a barrel-sized device with unnaturally smooth mirrors, which when provided with fuel, such as a limestone puck, is capable of sending out a ray of focused *gemlight* that can be seen from 5 miles away.



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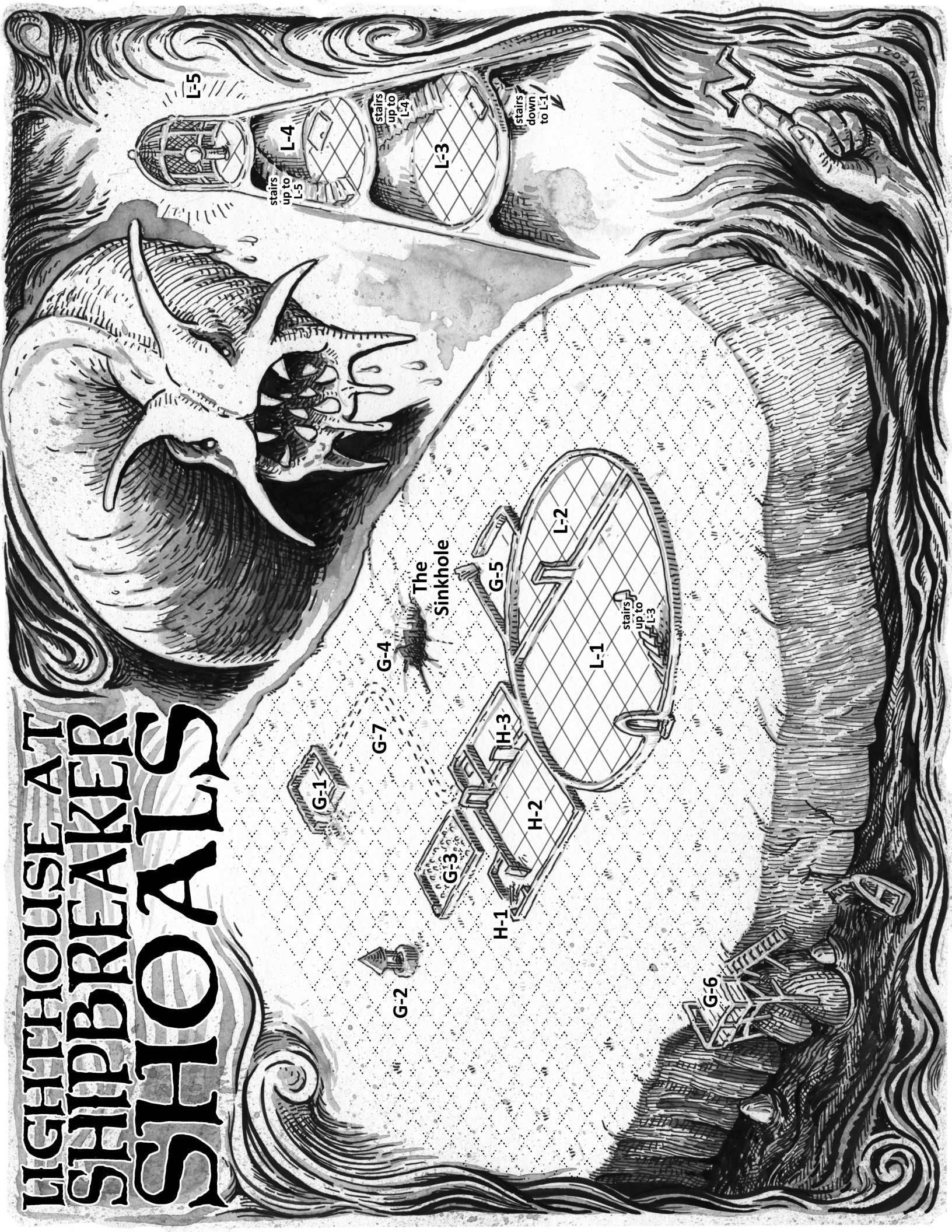
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LIGHTHOUSE AT SHIPBREAKER SHOALS



L-5

L-4

stairs
up to
L-5

stairs
up to
L-4

L-3

stairs
down
to L-1

The
Sinkhole

G-4

G-7

G-1

H-1

H-2

H-3

G-5

L-2

L-1

stairs
up to
L-3

G-6

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The blazing beacon from the lighthouse at Shipbreaker Shoals used to be visible on every cloudless night. Just above the horizon line, the brightest star in the sky, a sleepless eye, slowly winking on and off as it rotated between Sagewood and the sea. After weeks of fog and rain, last night was clear... and the lighthouse was dark.

The town council of Sagewood meets and decides you must go to the lighthouse and discover what's gone wrong! There are portents that someone—or something—wanted the lighthouse extinguished. It is up to you to uncover the mystery and see what has befallen the residents at the lighthouse at Shipbreaker Shoals.

*The Lighthouse at Shipbreaker Shoals is a Dungeon Crawl Classics Role Playing Game adventure designed for 4-5 1st-level characters. The adventure can be played standalone or as a short bridge adventure between **Attack of the Frawgs** and **The Haunting of Larvik Island**.*

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