

# GUIMOND'S LIGHT

**This ancient tower of stone watches over the waves,  
the tides, and the sea itself!**

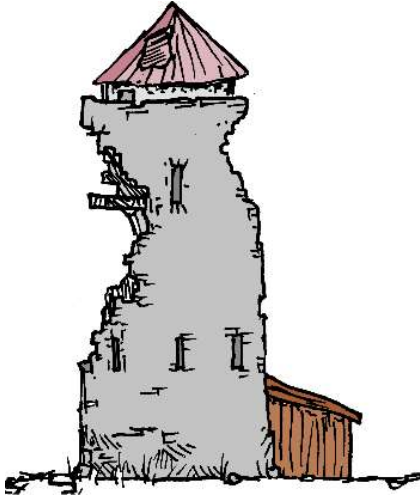
**What secrets lie within?**

Level 1 or 2

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**



## GUIMOND'S LIGHT



**Background:** Once the main navigation light on a remote and treacherous coastline, it was destroyed years ago in a tempest. On stormy nights travellers claim a **ghostly light-keeper** tends the light. It is also said that the blood-drinking **sea fiends** will run a ship aground on the jagged section of cliffs known as “the sleeping wurm’s maw” and devour the survivors. At least, that’s what the locals would have you believe.

The shire has banned visitors to the old tower – in its current state, it is a health and safety nightmare the shire wants no part of, thank you very much!

**Geography:** A long and mostly cliff-like north-south coastline. The next town north is 300 miles away, while 6 miles south is Port Waterby, on the Waterby

River. The 200-mile Pilgrimage Path or Way of Sorrows follows the coastline about 500 yards in from the shore all the way to the northern border. Locals call it “the road”.

The west side of the road is bracken and saltgrass, where the land rises to the clifftop and looks down into the raging sea.

East of the road is poor farming land and farms owned by the same families for generations. Travellers meeting the farmers often remark on their prosperity. The farmers put this down to their frugal ways. A feature of these farms is the scarecrows which farmers cautiously call their “inheritance”.

**Farms:** Several large farms are set well back from the road and surrounded by fields of golden corn that rustle menacingly in the slightest sea breeze.

**Scarecrows** lurk nonchalantly amongst the crops; wherever you are, they are facing you. They appeared about 100 years ago – no one knew why or whence they came, but the farming families are left alone as a result. And crows are now unknown in these parts...

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**Hooks:** The first trade ship of spring (**The Press'd Kobold**, Capt. Petes Ache) is very late. It generally stops at Waterby on its way south, adding the locally cured fish to its cargo of skins and furs from the north. Fishermen have seen wreckage in the southern current. **The town pays head money for survivors.**

A commission from an aged cleric has you sketching the lighthouse ruins for her definitive work: *Navigational Aids of the latter part of the Second Age on the Upper Mid-west Coast*. She believes mapping their placement will expose the location of the ancestral treasure of the Lizardmen.

If she catches you skulking around town, she has quite a lot to say on the matter of ancient lighthouses.

An old barnacle in the Shipp's Inne has told you, "Old Gumption, the **tortoise beast o' Waterby**, abides in cave at foot of tower. If you catch him asleepin', his **hoard** is yourn for the taking."

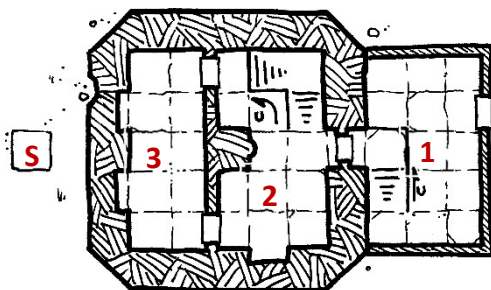


**Guimond's Light:** A ruined four-storey lighthouse, seemingly unused for many years. The **locked lean-to** at the tower's rear (landward) side has a sign on the door that reads "Dangerous Tower – Keep Away, By Order the Shire of Waterby".

**The lock is new and well oiled.**

Heavy, slow, and regular breathing is heard on a 1-in-4 near the tower. It is the effect of the tide on a narrow chimney or natural shaft 30' north of the tower.

Belligerent territorial **sheep** (AC 8 [11], **2hp**, Att 1 × butt (1hp)) graze on coastal grasses. A narrow **path** is worn into the saltgrass around the tower.



Scrutiny of the path on the seaward side shows a **square of turf** (**S**) that is not level with the surrounding ground and has been obscured under a **broken keg**.

The turf square can be lifted. It conceals an **unlocked trap door** leading to a 3' × 3' shaft with a fixed rusty iron ladder (**7**).

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**1 Lean-to:** Dusty and musty with **clear tracks** through the dust, up the stairs, and through the door. Internal doors are unlocked.

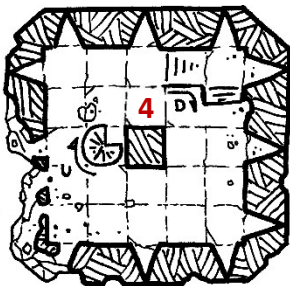
- 7 empty kegs reeking of whale oil.
- 4 × 50' coils of heavy tarred rope.
- 4 rotting sacks of crushed seashells.

**2:** Dusty with **clear tracks** through the dust, both up the stairs and towards the southern door. **Filtered daylight**, the smell of **guano**, and a **slight breeze** from upstairs.

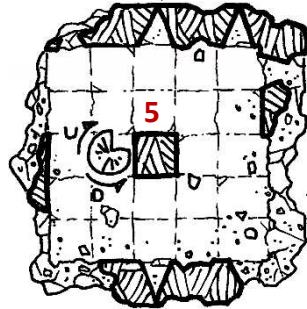
**3: Clean room.**

- 5 full kegs reeking of whale oil.
- 1 large open box of brass cogs and gears.
- 1 box of lantern wicks.
- 1 × 3' glass Fresnel lens.

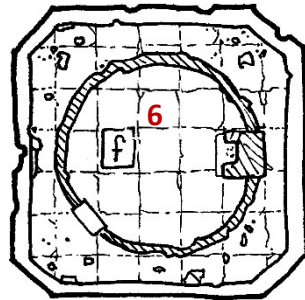
**4 & 5:** Storm-damaged walls, gusty sea breeze, and seabird nests. Eye-watering smell of **guano**. If no precautions are taken during daylight hours, the seabirds fly, shrieking, when anyone uses the stairs. If so, there is a **1-in-6** chance of attracting the attention of a passing farmer.



The **ocean** is visible through the **large holes** in the **damaged walls** to the west, but not the area immediately in front of the cliff. The **fields** are visible to the east. On a **1-in-6**, the **scarecrows** have inexplicably vanished.



A skilled climber may attempt to enter the tower through the damaged walls and into room **5**. See the note above about seabirds.



**6 Top of the tower:** waterproof (tarred) wood decking. The light housing is clean inside, and there is a **well-maintained bracket** into which cogs and a lens could conceivably fit. The structure smells of **smoke** and **whale oil**.

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From this lofty eminence, a **wrecked trade ship** is visible in the small bay in front of the lighthouse. The wreck looks recent, with no obvious sign of life.

**Beach and Shipwreck:** The steep 50' chalk cliff requires a successful **DEX check** each 25' to climb. Failure results in a fall causing **1d6** hp of damage per 25'. A thief can climb the cliff face without a check.

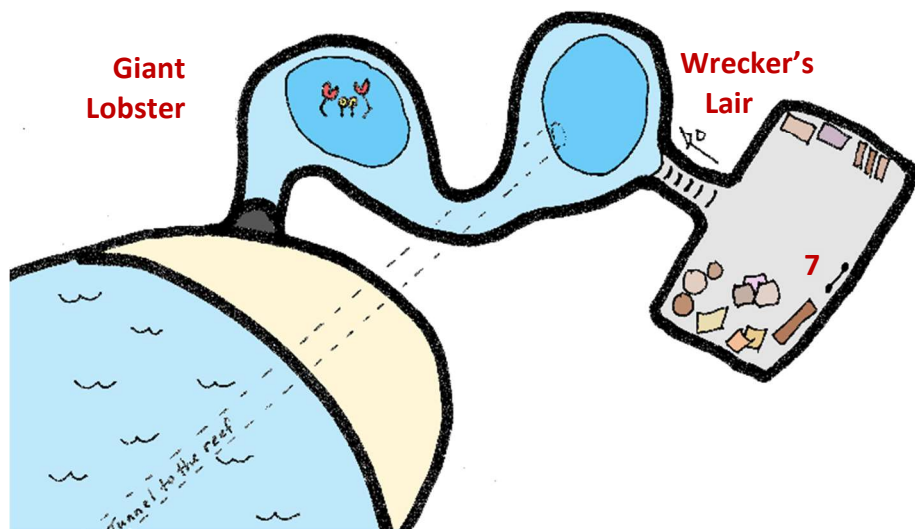
**Flotsam** covered beach, a battered 2-person **rowboat** high on the beach, oars half-buried nearby. **Dry blood** covers the single bench seat. A **cave mouth** at the base of the cliff face is only visible from the beach. It floods at high tide.

The ship, its back broken, is high on a reef. A deep channel runs between the reef and the beach, and a large school of **assorted sharks** patrols the channel with an air of deliberate and ostentatious menace. They occasionally surface to gaze silently at anyone on the debris-littered beach.



The Cave: Dark, humid, and smells of seaweed. Ankle-deep seaweed and water cover the slippery floor. 2 chambers with deep pools. The water's depth is not obvious from the surface.

On a **4-in-6** huge eyes on stalks emerge from the centre of the first pool to imply the depth. It is a hungry and irascible giant lobster.

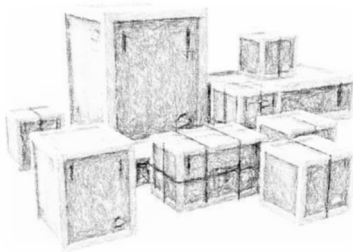


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A **pair of manacles** are fixed to the wall; **one contains an arm.**

The second (inner) pool contains a 350' **underwater tunnel** that exits safely beyond the sharks within the reef.

Approaching the second chamber, a **wet fur smell** is noticeable.



**Wrecker's Lair:** Ships lanterns on hooks, snuffed but still warm.

- Key to the lean-to (1)
- 2 sets of carefully folded clothes
- 9 bottles of scrumpy
- Cask of whiskey
- Jar of gold fillings
- 2 crates of ship's rations
- Salvaged cargo - mostly bales of wet skins
- 3 × diving suits, with space for 5
- **Locked Chest:**
  - Leather bag with 68gp
  - Linen purse with 263gp
  - Mildewed wedding dress

**7:** 50' rusted iron ladder up to the **hidden unlocked trapdoor** west of the tower.

**Diving suits:** Fishbowl-style diving helmets and poorly maintained brass air tanks, refilled with a handpump when not worn.

The tanks hold **1d6** turns of air (rolled by the referee when refilled). Only the referee knows how much air a tank holds each time. A chime warns when 6 rounds of air remain.



Underwater movement in a diving suit is **25%** normal land walking speed.

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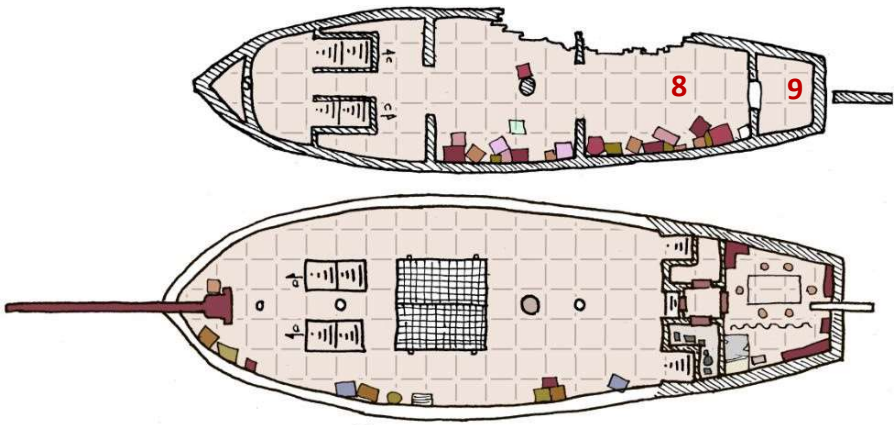
**Shipwreck:** Spoilt cargo and bloodstains. The cargo manifest lists skins, furs, and Lizardmen – caution, deadly.

**8 Ship's Hold:** Picked-through trade goods in disarray.

- **Bloodied human handprint** on the deck; a fingernail remains, caught between planks.
- **Torn sack of flour** has spilt and shows the imprint of a large hobnailed boot and a large, clawed foot.
- 4 staved barrels of water.
- Open barrel of gnawed salt meat.
- **Dead lizardman** pinned to the deck with a **harpoon**, a manacle around one ankle. The harpoon is **+1 vs intelligent sea creatures**.

**9 Locked sailor's chest:**

- **Mermaid skin purse** containing 1 small flask of *Old Pusser's Famous Nautical Nostrum*. Permanent cure for *mal de mer*; 2 doses.
- **Enchanted Sextant:** determine latitude and longitude even when the sky is not visible.
- **Silver bosun's pipe:** 1 time per day, +1 to the next roll by each crew member within 40'.
- **Spliced mainbrace with a manila monkey's fist:** the bearer need never buy a round of drinks.
- **Silver seahorse amulet:** the bearer will not drown (but may still be eaten).
- **Black pearls:** 5 × 10gp, 5 × 50gp, 7 × 100gp, 4 × 500gp, 2 × 800gp.



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## GUIMOND'S LIGHT

### Encounters (1-in-4 per turn)

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#### Atop cliff:

- 1 **2d4** angry sheep (see page 3)
- 2 2 officious shire OHS officials
- 3 1 territorial sea-eagle
- 4 **2d4** disconcerting flagellants

#### Tower:

- 1 2 farmers trimming wicks
- 2 2 fugitive lizardmen
- 3 1 rock python
- 4 **2d4** giant centipedes

#### Beach:

- 1 **1d4** furtive farmers fossicking
- 2 1 giant crab
- 3 1 distant dragon-turtle
- 4 2 sea snakes

#### Wreck:

- 1 **1d4+1** farmers counting coins
- 2 2 frightened lizardmen
- 3 1 giant octopus
- 4 **1d4** sea snakes

### Map and Art Credits

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[dysonlogos.blog/2018/07/03/guimonds-tower-and-lair-of-the-druid-lich/](https://dysonlogos.blog/2018/07/03/guimonds-tower-and-lair-of-the-druid-lich/)

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<https://pixels.com/featured/diving-machines-j3-historic-illustrations.html>

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### Monsters

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**Scarecrow:** AC 7 [12], HD 5\* (22hp), Att 1 × touch (1d6 + special), THACO 15 [+4], MV teleport 60' (20'), SV D14 W15 P16 B17 S18, ML 12, AL C, XP 300, NA 1d6, TT None

- Touched characters must **save vs spells** or flee for **1d6** turns.
- They eat crows.
- Teleport to surprise a target.

**Giant Lobster:** AC 3 [16], HD 3 (13hp), Att 2 × pincer (2d4), THACO 17 [+2], MV 60' (20'), SV D12 W13 P14 B15 S16, ML 8, AL N, XP 35, TT None

- Surviving on anything that washes into the cave.

**Farmers:** AC 9 [10], HD 1 (4hp), Att 1 × farming implement, THACO 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18, ML 6, AL various, XP 5, NA 1d4, TT U

- Opportunistic wreckers.

**Assorted Sharks:** AC 4 [15], HD 4 (18hp), Att 1 × bite (2d6), THACO 16 [+3], MV 180' (60'), SV D12 W13 P14 B15 S16, ML 7, AL N, XP 75, NA 2d6, TT None

- 8' - 15' blue-grey or tan.
- Aggressive and unpredictable.
- Triggered by the scent of blood.

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# GUIMOND'S LIGHT

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