

# The Smugglers of Cliff Point

by Gabor Lux

Playtesters: Gabor Acs (Gromm, half-orc Cleric 5), Akos Laszlo (Charnan the Permanent Fiend, nomad Fighter 6)

## Background

Slovenly Olaf's boys are well known around the Land of the Thanes and the Peninsula: there is no cargo they wouldn't carry, and no dirty deed they'd shirk from. Kidnapping, slave trade, sabotage and murder are their daily bread; and Windswift, a longship with several more boats are their steeds on the high seas. They only pay geld to Lady Ivlan, the dreaded head of the Assassins' Guild – for her alone, they respect for her cruelty.

The smugglers' lair is hidden in the caverns honeycombing a bare cliff point surrounded by roaring seas. The windy out-cropping is known to local sailors for its shoals and the man-eating lizards who nest in its caverns: those who can, give it a wide berth. Only a few disreputable wanderers haunt the area – the smugglers' eyes and ears – but not even they know where the entrance lies. In truth, the cave system of the cliff has three exits: a lizard-inhabited cavern by the southern beach (**S.**); a hidden cave mouth among the rocks where the boats are moored with their cargo (**T7.**); and a lookout higher up, from where they watch the sea (**R2–R3.**).



## R. The cliff point

**R1. Lost trail:** A twisting path overgrown with heath. At some points, there are old, carved steps. At night, **1:3** of two lookouts guarding the top, who report to the caverns if they see strangers approach.

**R2. Lookout:** Rocks surround this resting place. Charred pieces of wood, **1:10** still smouldering. Great bonfires have been lit here to guide ships. To the SW, looking down over the precipice, an iron chain trails down onto a narrow ledge (**R3.**).

**R3. Ledge:** Here lies the smuggler den's upper entrance at the bottom of a narrow, steep stairway. An armoured man can barely pass sideways through the gap. If the smugglers are waiting for the characters, they lurk in the dark, and try to push or toss them into the sea.

**R4. Hidden treasure:** A rusty anchor hangs from an iron ring in the cliffside. This marks the spot with a heavy iron chest sunken into the sea and weighted down with stones, containing 1200 gp and 3600 electrum. The chest was hidden here by Slovenly Olaf, but he cannot retrieve it after **three giant clams** settled in place. Pearls: 180 gp, 40 gp, 40 gp.

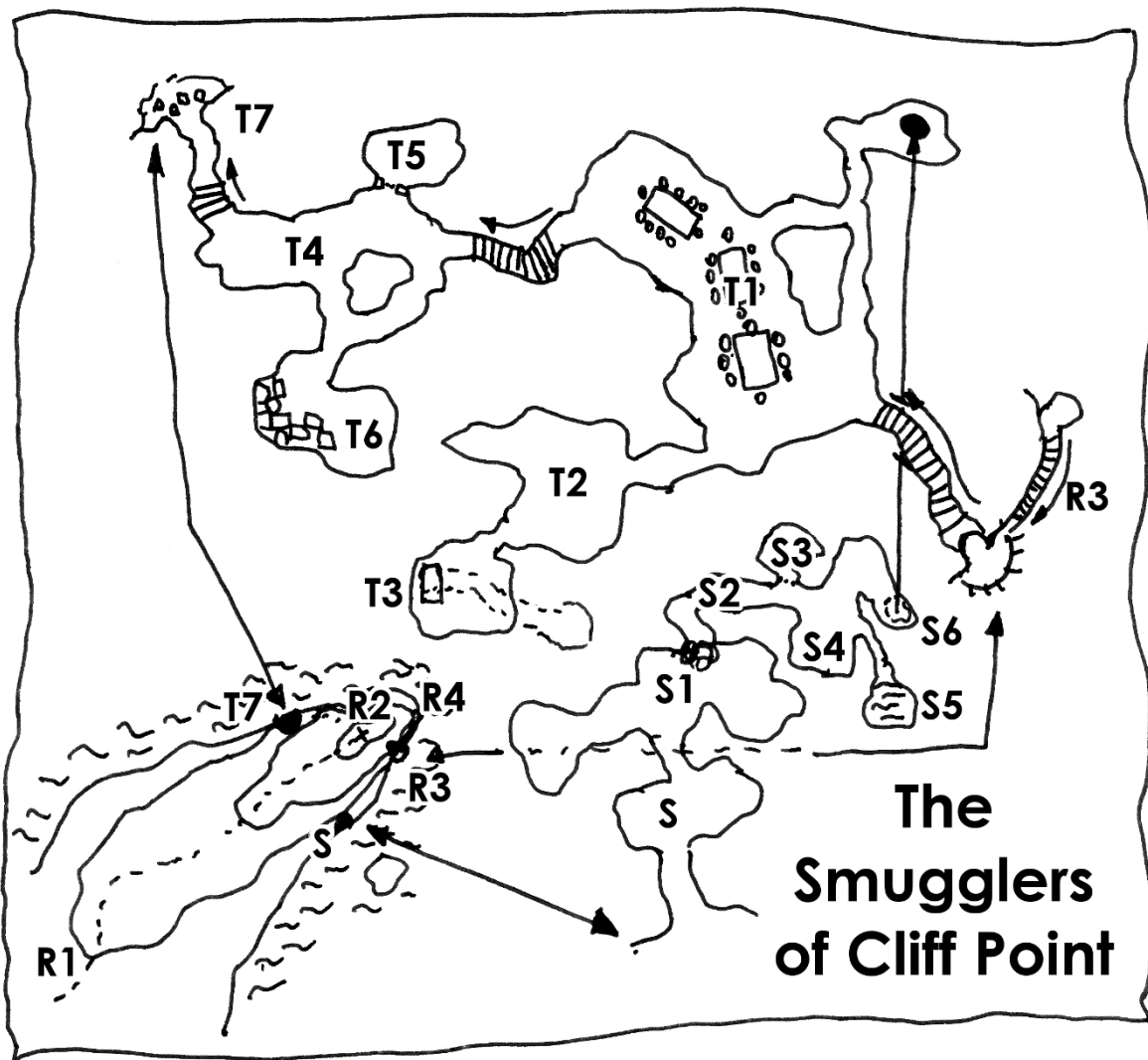
**Clams, giant (3):** HD 4+3; AC 3; Atk bite 2d6 and grab (2d6+3/r); Spec immune to mind-affecting; ML 10; N.  
Hp 23 24 23



## S. Cavern of the giant lizards

The lair of the **19 giant lizards** is easy to find by day, for the lazy beasts enjoy sun-bathing on the flat rocks outside, or fishing in the shallows. Their trail leads back to a low but wide cave mouth, leading to their caverns. The lizards attack those who look like easy prey, but don't try their luck with a large, well-armed group. If a third of them are slain, they seek refuge in the sea. In their caves, there are 15 eggs buried in the sand.

The smugglers know this place, but only Slovenly Olaf and two of his mates dare to use it as an exit – by throwing a skewer of meat to the lizards.



**Giant Lizards (19):** HD 3; AC 5; Atk bite 1d8; ML 6; N.

|    |    |    |    |
|----|----|----|----|
| Hp | 16 | 14 | 5  |
|    | 12 | 15 | 15 |
|    | 19 | 14 | 14 |
|    | 7  | 10 | 13 |
|    | 15 | 4  | 15 |
|    | 14 | 14 | 20 |
|    | 19 |    |    |

**S1. Entrance:** A sizeable boulder has been rolled to one of the grotto's walls, and it can be moved with some effort. The careful observer can note a faint draft, and the barely audible rattling of chains.

**S2. Secret passage:** Natural fissure widened with picks and reinforced with wooden supports. Rusty, extinguished lanterns sway on iron hooks, and a few abandoned, worm-eaten barrels lie by the walls.

**S3. Lockup:** A hollow closed off with crudely made wooden bars. Old rags on a stone ledge; straw and manacles affixed to the wall. Someone has decorated the walls with meticulously detailed, obscene charcoal drawings.

**S4. Deserted guardroom:** Straw beds by the wall, a warped wooden table in the middle, old pots and pans hanging on the wall. Everything is covered with cobwebs. In a metal tube full of tiny spiders which scamper away in a dozen directions, there is a ragged piece of parchment: "*If ye don't croak, you will find the deposited reward in the Stone Tackle or Megron's Drinking Hall. Bifur the Axe must die!*"

**S5. Latrine:** Plank over a chimney whose bottom is connected to the sea and filled with water. The plank is so rotted that it collapses under any weight.

**S6. Storage:** Five bins of disintegrating sailcloth, thoroughly ransacked. A hanging rope leads up to the smugglers' lair (T.).



## T. Smugglers' lair

The northwest entrance to the upper caverns opens at sea level (T7.), the one to the southeast below the cliff summit (R3.) – leading to considerable height differences. The first is very hard to spot due to being hidden by shoals and rocks; and the second because it is a narrow gap only visible from the sea, and then only at a specific angle. Unless the characters catch themselves a tongue, or proceed through the caverns of the giant lizards, they are unlikely to find their destination.

**Smugglers (10):** HD 2; AC 7 (leather, buckler); Atk sabre 1d6 or #2 shortbow 1d6; Spec some thief skills; ML 7; CN.

|    |   |    |
|----|---|----|
| Hp | 7 | 8  |
|    | 7 | 11 |
|    | 7 | 9  |
|    | 9 | 7  |
|    | 8 | 8  |

**Veteran Smugglers (10):** Thief 3; AC 7 (leather, buckler); Atk sabre 1d6 or #2 throwing dagger 1d4; Spec thief skills, backstab; ML 8; CN.

|    |    |    |
|----|----|----|
| Hp | 12 | 7  |
|    | 6  | 10 |
|    | 6  | 7  |
|    | 10 | 14 |
|    | 7  | 7  |

**Slovenly Olaf:** Thief 5; AC 3 (chain shirt, *cloak* +1, Dex); Atk #2 dagger +1 1d4+1 + poison or #2 throwing daggers 1d4; Spec thief skills, backstab; ML 9; AL N; *cloak* +1, spyglass, key, purse with 35 gp, 500 gp ruby ring, colourful red and green clothes, poison.  
Hp 19

**T1. Smugglers' cavern:** The smugglers spend their days here drinking, playing cards, wrestling and similar amusements. Three long tables surrounded by chairs and

kegs, lit by lanterns and torches. The walls are decorated with tapestries, and there are a few dirty carpets on the floor.

If the company is here, there is constant presence day and night, although the cutthroat scum sleep off their revels in the morning hours, retreating to their bedrolls and straw mats. They possess the following treasures among them:

- 25% of 1d12\*50 electrum, 50% of 2d4\*50 gp, 10% of 1d6\*10 platinum, 10% of 1d4 gems, 20% of 1 object of art, and 20% of 1d3 magic items.

**T2. Guardroom: Four veterans,** Slovenly Olaf's trusted men occupy this room. Two bunk beds and a week's worth of rations. Old carpets are stacked in the corner.

**T3. Slovenly Olaf's quarters:** Gaudy leather curtains separate this place from the guards, but the furnishings are just as sparse – only a wardrobe and a locked sailor's chest provide an exception.

The wardrobe contains five sets of colourful clothing – various disguises representing merchants, officials and sailors, all worth 75 gp each.

The chest holds two months' wages, 2500 sp and 350 gp, and in a separate compartment, Olaf's personal share in a sack bound with golden thread: 150 electrum and 75 gp.

Underneath the bed, a trapdoor covered with a dirty shag carpet leads to a narrow little crawlspace. At the bottom, a small chamber holds Olaf's "mystical oracle", a small idol of a hydra. The seven-headed idol is not magical, but six of the mouths hold a poisoned pellet each (may be used on weapons or dissolved into light sources). A secret compartment in the idol's base contains two small diamonds (2\*650 gp) and a *scroll of protection from fire*.

**T4. Lower cavern:** This cavern is quiet and much more damp than the one above. **Two sentries** watch by lanternlight, watching the exit, the lockup, and especially the storeroom – but none too diligently.

**T5. Lockup:** Wooden bars close off this relatively comfortable cell – there are regular beds, a table, and four three-legged stools. The smugglers rarely keep prisoners, and if they do, they are lead here blindfolded. **1:3** of someone here, but **1:2** it is a smuggler who was confined here for drunkenness or brawling, who will try to lure the party to an ambush with rumours of treasures.

**T6. Storage:** The barrels, sacks and foot-lockers contain food and ship supplies (sail-cloth, tar, nails, spare oars, etc.), but there are some stolen goods as well:

- bale of fine linen (300 gp)
- 12 well-oiled sets of chainmail
- chests filled with 30 maces and 20 picks
- a small ceramic box holding six vials wrapped in velvet (deadly poison from Lady Ivlan's private reserve)
- noble wax (150 gp)

**T7. Lower exit:** Small shelter between the wave-battered rocks. If the smugglers are here, there are one or two boats dragged into the cavern.



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