DRAGON'S BLUFF

A small town to start your Microlite 20 campaign.
By Jim Alcala Salés

Recommended for use with Microlite20 and Microlite20 Expert Rules. by Al Krombach and with the Lands of Lyrion Campaign Setting also by Al Krombach.

Dragon's Bluff is a village on the frontier and allied with a small nearby kingdom. It was settled by humans but dwarves quickly came to work the nearby mines. Elven refugees came next from a devastating war with their kin. Before long there were also halflings living in the town. Just to the north of town lies Griffon Hold and to the east are the mines.

Suggested Location: Any hills area

Who Rules: Mayor Faerla, female human cleric-7

Who Really Rules: The town council made up of Aril,Hhuman male Fighter-6, Radidor ,Dwarven male Fighter-6, Korum, male Dwarven Rogue 5, Ealya femail Elf Rogue 5, Hradon, male Half-Elf Mage 3.

Who Really REALLY Rules: The Wandsmen – original settlers comprised of a group of adventurers that reclaimed Griffon Hold and took in refugees from the surrounding countryside. They do not interfere with daily life in the town but do guide production and make all military/political decisions with surrounding lands. They have also been known to send troublesome adventurers on various dangerous quests.

Population: 795; Mixed (humans 57%, dwarves 24%, Elves 14%, halflings 5% (change to 4% half-elves and 1% halflings if using the expert rules)

Major Products: iron, weapons, gemstones, adventurers

Major Imports: grain, leather goods

Armed Forces: Town Guards 10 and Militia 40 (in times of need), see NPCs below.

Notable Mages: Bravis Human male mage-6 (specialty in ancient languages), Lorren female Elven Mage-6, (speciality in identifying magic items and spells), Tiras male Elven Mage-3 (specialty – willing to go on adventures).

Notable Churches: There is a small temple to Mythra, Kronus, and a shrine to Lansril.

Notable Rogues Guilds
Far Rangers – scouts that patrol the country side, usually alone and on horse or foot. They are often in the wilderness for several weeks at a time and have many small camps where they meet and exchange information.

Griffon Ghosts – spies that watch the nearby land of the necromancers. They report directly to the Wandsmen.

Equipment Shops: 200 gp limit on individual equipment items with Total Assets of 7,800 gp replenishable each month.

Adventurers' Quarters: Boar's Head Inn, Griffon Hold (by invite only).

Important Features in Town: The Legacy Guild

Local Lore:
Griffon Hold: there is a pike just outside the gate and on it is a blackened skull that grins eastward. It is said that great evil will befall if it is ever removed.

Large Boars: the surrounding area is great boar hunting country. But a few scarred hunters tell of a dire boar that stalks humans as if hunting them. Such feeble tales are the rantings of retired hunters, or at least they don't venture out after boar anymore.

Nearby Crypts: Dragon's Bluff is not the first settlement in the area. Others came hundreds of years ago and farmed this region. All that remains are the overgrown crypts of their rulers.

Dragon's Bluff: there is a nearby bluff that has what appears to be a monstrous skull fully 10 times the height of a man. It juts out of the bluff's cliff top. Locals say it is just a trick of the rock formation that makes it look so real.

Nearby Mines: this is the backbone of the economy of Dragon's Bluff. The mines are worked by dwarf, man and elf alike, though most of the engineers are dwarves.

Necromancers: there is a nearby land just to the South and East of Dragon's bluff that is ruled by mighty necromancers and a necromancer king. It is said he has legions of undead at his command. Sometimes he sends his spies abroad to look for treasure, or new conscripts for his army of death!

Key:

1) Town Square and Market – a great place to hear local rumors (Communication + Mind +2) such as a nearby monster lair DC 10, location of nearby disturbed crypt DC 15, approximate location of small bandit camp DC 20, someone needs something valuable delivered DC 25. The center of the square is dominated by a large common well.

2) Signal Tower – four story tower used to communicate with others in the region to relay emergency messages of invasion or requests for help. There are always 4 guards posted here.

3) Guard Tower – general guard tower, used to watch the east end of town. If trouble came from the mines, it would be reported here first.

4) Boar's Head Inn – the only place other than Griffon Hold where adventurers are welcome to stay.

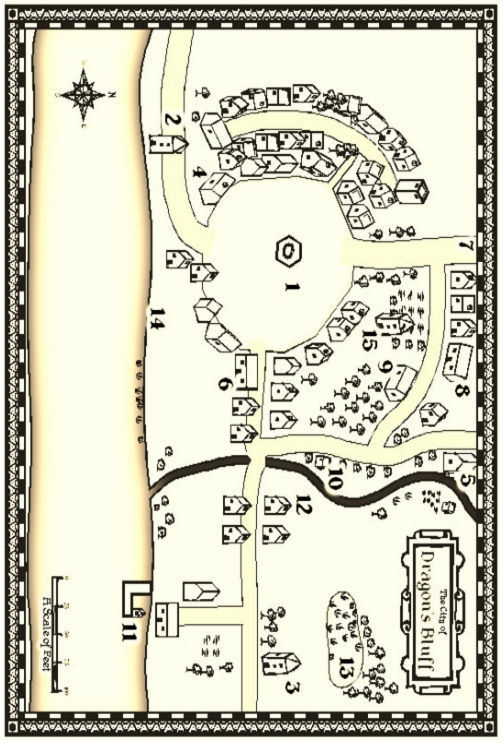
5) Mill – absolutely nothing odd is happening here, at all.

6) The Iron Boot – dwarven tavern, noted for salted meats and strong drink. This is where the miners come to quench their thirst.

7) Griffon Hold – (not shown on map) a small keep with walls and four towers. It rests on a hill overlooking Dragon's bluff. Once home to a noble knight that fell sway to darkness, local druids banished the keep to the plane of shadow. The Wandsmen, who occupy the keep now, vanquished the evil and returned the keep to this world. It is said that the keep sometimes disappears. There have been few reliable witnesses. Other notable features are an aerial landing deck on the second floor of the keep proper as long ago the once noble knight had a few griffons that he used to patrol the region for evil, till it claimed him.

8) Temple to Mythra – Head priest is named Breddlemon, human male Cleric-9. He has 3 acolytes (cleric-3) who help him with his duties, patching up local adventurers.

9) Temple to Kronus - many of the miners come here to pray for health and prosperity. The head priest is also the daughter of Councilmember Radidor.



Necromancer Spy
Human Rogue-5 STR 13 (+1), DEX 16 (+3), MIND 14 (+2), HP 25, AC 14 (+1 leather armor of shadow), +2 dagger +6/+1 (1d4+3) and +1 dagger +5 (1d4+2), light crossbow +8/+3 1d8, Subterfuge +8, all others @ +5. 2 doses monstrous spider (small) poison: Injury, DC 10 -1d3 STR/- 1d3STR

Necromancer Underling
Human Mage-7 STR 13 (+1), Dex 14 (+2), MIND 17 (+3), HP 36, AC 15 (+3 bracers), +2 Heavy Mace +10/+5 (1d8+3), +1 shortbow +10/+5 (1d6+1), Knowledge +10, all others @+7, plus several potions and scrolls to suit mission.

NPCs: typical guard, militia, Far Ranger, Griffon Ghost, Necromancer spy, and Necromancer Underling

Agmar, Captain of the Guard male human Ftr-6 STR 16 (+3), DEX 13 (+1), MIND 12 (+1), HP 36, AC 18 (chain mail, heavy steel shield) Longsword +9/+4 1d8+3, Heavy Crossbow +7 1d10, Physical +10, all others @ +7.

Typical Guard
Human Ftr-2 STR 14 (+2), Dex 12 (+1), Mind 11 (+0), HP 20, AC 15 (studded leather armor, buckler), longsword +4 1d8+2, Shortbow +3 1d6, Physical +6, all others @+3.

Typical Militia
Human Ftr-1 STR 12 (+1), DEX 12 (+1), MIND 11 (+0), HP 15, AC 13 (Lather armor) Shortsword +3 (1d6+2) Longspear +3 1d6+2, Physical +5, all others @ +2.

Typical Far Ranger
Ftr-4 STR 16 (+3), DEX 14 (+2), MIND 13 (+1), HP 27, AC 15 (chain shirt), Longsword +7/+2 (1d8+3), longbow +6/+1 (1d8), Physical +8, all others @ +5.

Typical Far Ranger (if using Microlite Expert Rules)
Half-elf Rgr-4 STR 16 (+3), DEX 15 (+2), MIND 13 (+1), HP 27, AC 15 (chain shirt), Longsword +6/+1 (1d8+3) and dagger +6/+1 (1d4+3), +1 longbow +8/+3 (1d8), Survival +8, Physical +5), all others @ +4.

Typical Griffon Ghost
Human Rogue-6 STR 14 (+2), DEX 17 (+3), MIND 13 (+1), HP 29, AC 18 (chain shirt +1), +2 shortsword +9/+4 (1d6+4) and +2 dagger +9/+4 (1d4+4), Sneak Damage +9, Subterfuge +9. all others at +6.

10) Shrine to Lansril – a small shrine tended by Orisyl, female human Cleric-4.

11) Docks and ferry – cost to cross river, 1 cp per person, 1cp per large bundle, 2cp per horse. The ferry can handle 4 people besides the ferry man, or one horse at a time. The ferry is run by a surly fellow named Broden who wears a large black robe during the cold season, complete with cowled hood. In the hottest of days he only wears a loincloth. He has a very tan pot belly. He is always asking nosy questions of his customers and has a nasty habit of spitting in the Dragon's River. His lower jaw juts out some. He never ever takes customers on credit. Broden pulls the ferry across the river with the help of a large rope that is anchored on the banks. While overweight, none can deny his great strength.

12) Smelter – for production, billows smoke that can bee seen for miles.

13) Hroder's Pond – site of old mage duel – sometimes people who wander too close feel as if they are seeing out of the eyes of a dragonfly.

14) Dragon's River – this small river flows West to East at Dragon's Bluff and then curves southward for about 3 miles before making a sharp turn northword where it descends out of the region's bluff country. The river is navigable by small watercraft and is largely unexplored though some of the Far Rangers use it to scout the countryside, only they would know more.

15) Legacy Guild – a guild of historians that study the previous settlements in the area. They have many maps, journals and other information that adventurers would find very important. They sometimes send adventurers on expeditions.

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