



are restocked in magazines set under the outside edge of the catwalk. This will likely only be important if the characters decide to take over the lighthouse (see “Franchise Downtime” at the end of this episode). But if the trap wasn’t triggered, you might also decide that a character who slips from the catwalk and manages to hang on to the railing can redirect one of the magazines toward any threats. Each creature in a 15-foot cone directly in front of the magazine must make a DC 15 Dexterity saving throw, taking 11 (3d6) piercing damage on a failed save or half as much damage on a successful one.

**Development.** If the characters learned about the lantern’s teleporting qualities from Rainbow on the fourth floor, it’s a simple matter to figure out how the lens works. If they didn’t learn that information, they can note that the lens continues to pulse with magic even after its necromantic corruption is expunged. An *identify* spell, or a few minutes of study by a character with proficiency in Arcana or who uses *detect magic*, reveals not only evocation magic within the lens (used to produce the magical light), but conjuration magic tied to teleportation.

Speaking a command phrase and stepping into the lens teleports a creature to a fixed destination somewhere nearby. The command phrase can be ascertained from the runes newly carved into the lens with a suc-

cessful DC 12 Intelligence (Arcana) check. (The passphrase is automatically learned if the lens was initially assessed with *identify*. Undead creatures can activate the teleportation power of the lens simply by stepping into it.) A character who speaks the command phrase “Hoobur Osto Draco” and steps toward the lens is teleported into the secret basement beneath the lighthouse. In that basement, Hoobur Gran’Shoop conducts his dark experiments.

(If the characters came up unlucky in gaining information from Rainbow and have no inclination to further investigate the lens, have an undead patrol of four **zombies** step suddenly out of the lens after the fight but before the characters leave this area. Anyone who sees the zombies appear recognizes that the magic lens is the teleportation portal that brought them forth.)

## SECRET BASEMENT

The original builder of the lighthouse was a kindly old wizard who enjoyed the romantic idea of living rustic by the sea in his final years. He wanted a laboratory inaccessible to the prying eyes and wandering feet of normal folk. He therefore created the magic lens that allowed him to teleport directly from the top of the lighthouse to his underground workshop.

When the Order of the Stout Half-Pint took over the abandoned lighthouse two years ago, Wizzy quickly discovered the teleporting power of the lens. However, renovating the disused basement laboratory had long remained just another item on the franchise’s to-do list, and no one ever discovered the super-secret basement beyond.

After Hoobur Gran’Shoop led his undead minions in the attack on the lighthouse, the gnome archmage used the teleporting lens to inspect the secret basement laboratory, and soon discovered the super-secret basement beyond. Though he didn’t explore the super-secret basement, he was delighted to find that most of the equipment he needed to do his work (minus the victims) was already set up for him in the lab. The place was even dark and dreary, just the way he liked it. Not wanting to pass up an incredible opportunity, the archmage decided to make the Silent Sound lighthouse his new home.

During his attack on the lighthouse, Hoobur made sure that his troops captured rather than killed Wizzy Fotz, the gnome leader of the Order of the Stout Half-Pint. When the tiefling Talanatha appeared out of nowhere in her flight from the attack on Tresendar Manor, Hoobur’s minions took her alive as well. He later brought these two prisoners to his lab and has been performing magical rites on them, draining their vitality and will to keep them in a state between life and death.

Map 3.2 shows the layout of the lighthouse secret basement and the super-secret basement beyond.

## ARRIVAL

When the characters teleport into Hoobur’s lab, read or paraphrase the following: