

stantly behind schedule, given how much time the franchise members spend away from the lighthouse adventuring. One of those adventures was a raid on an old tomb six months ago, where they cleared out numerous monsters and found something noted as a "magic clock."

SECOND FLOOR

The next floor is circular, as the square base cut into the promontory gives way to the upper levels of the tower. The stairway continues its upward spiral from this floor to another. Building implements, tools, and boards line the walls. Three tall wardrobes and four large chests stand among these materials.

Creatures. Hiding in the wardrobes and chests are four **ghouls** made from gnome and halfling corpses of members of the Order of the Stout Half-Pint. The diminutive undead burst out to attack when any creature enters this area, surprising anyone who does not succeed on a DC 12 Wisdom (Perception) check. If any ghoul attacks an elf and notes its immunity to ghoul paralysis, all the ghouls avoid that target thereafter.

Treasure. In one of the chests that a ghoul emerged from, the characters find eleven pieces of black jasper worth 10 gp each. In the pockets of a cloak hanging in one of the wardrobes are a *potion of frost giant strength* and ten +2 *sling bullets*.

THIRD FLOOR

As you step from the stairs into the single room of this floor, a snarling and growling greets you. On opposite sides of this room stand two vicious-looking hounds with black fur. The creatures smell of sulfur and rot, and both wear ornate collars of silvery metal. Each stands within a square scribed onto the floor, ten feet on a side and edged with runes. The rune-marked boundaries appear to push the creatures back as they try in vain to cross through.

Creatures. Two **hell hounds** are presently held within magical wards in this area. Hoobur summoned these fiends but has yet to assign them a task, so he keeps them "crated" here. The hell hounds can't leave the rune-bounded areas unless the runes are disturbed (including by a character who enters the warded area), or if the characters activate the runes on the stairs (see "Trapped Stairs" below). The hell hounds can, however, breathe fire on anyone who gets close enough to them.

Wards. A character who succeeds on a DC 10 Intelligence (Arcana) check made to investigate the wards understands the purpose of the runes, as well as the ways in which the wards can fail (see below).

Trapped Stairs. Runes scribed onto the six bottom stairs leading up to the next level are linked to the runes

holding the hell hounds in place. The stair runes can be noted with a *detect magic* spell or similar effect, or a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

A character who is aware of the runes and succeeds on a DC 15 Intelligence (Arcana) check discerns that anyone who steps on the trapped stairs releases the hell hounds from the warded areas. Unless the hell hounds are first destroyed, the only way to safely climb the stairs is to disarm the runes with a successful DC 15 Intelligence (Arcana) check. Failure by 5 or more triggers the runes, releasing the hell hounds. *Dispel magic* can remove the runes from one stair.

It takes a successful DC 15 Strength (Athletics) check to climb the stairwell walls and avoid the stairs. Jumping over all the warded stairs in the curved stairwell requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Failure on any of these checks sets off the runes. If one or more stairs are deactivated with *dispel magic* first, a character climbing or jumping up has advantage on the check.

Treasure. Each hell hound wears an ornate platinum collar, one etched with the name "Wilbur" and the other with "Wilhelmina." Each collar is worth 50 gp.

FOURTH FLOOR

The circular staircase ends on this floor in a room that contains vibrant decor despite its sparse furnishings—a bed, a dresser, a desk, and a glass tank. Bright paint in a rainbow of colors is splashed on the walls in something that might be a pattern. Garish rugs and tapestries cover the floor and walls. Costume gemstones adorn almost every surface that can contain them.

A set of rungs on the south wall gives access to a hatch in the high ceiling. The hatch presumably provides access to the top of the lighthouse and the lantern room.

Resting in the glass tank among wilting plants and countless dead insects is a multicolored **spider** called Rainbow. Rainbow is the familiar of Wizzy Fotz, the gnome wizard who led the Order of the Stout Half-Pint. Rainbow is a dour and dark creature, despite (or because of) its former master having magically painted the spider in rainbow hues.

If the characters find a way to communicate with Rainbow, it speaks in a droll and erudite accent, laced with casual profanity and dripping with sarcasm. If it can't speak with the characters, Rainbow can spin a web to create words, but these are equally derogatory, bitter, and profanity laced. In either case, the spider can pass along the following information:

- Rainbow has been Wizzy's familiar for as long as it can remember. That excruciating and annoying existence could be matched only by a stint in the Nine Hells according to the spider (which claims to have been there once).
- The Order of the Stout Half-Pint was a successful adventuring franchise made up only of gnomes and