

Lighthouse



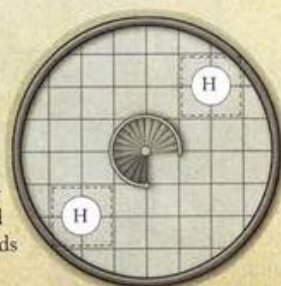
Ground Floor

2nd Floor



= Wardrobe
= Chest

3rd Floor



H
= Rune-Trapped Hellhounds

4th Floor

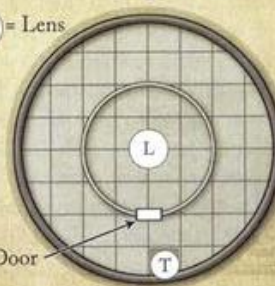


= Spiral Staircase

Terrarium of Glass

T = Trap Door

Top Floor



L = Lens

Glass Door

1 square = 5 feet

MAP 3.1: SILENT SOUND LIGHTHOUSE

The Order of the Stout Half-Pint had been using the lighthouse as its headquarters for two years before that franchise suffered a fate similar to the Fellowship of the Golden Mongoose. It was six months ago that the order came into possession of a piece of the *Orrery of the Wanderer* called the *rotor of return*, and just over a month ago that their search for lore on the rotor came to the attention of the Six. The Six's attack on the lighthouse actually preceded the attack on Phandalin by a few days, and was similarly headed by archmage Hoobur Gran'Shoop. (As a successful franchise, the Order of the Stout Half-Pint has some slack with Head Office, so that their last missed franchise payment didn't draw the same immediate attention as the missed payment from the Phandalin franchise.)

As with the *timepiece of travel*, Hoobur has so far failed to find the *rotor of return*, but he doesn't mind. He has claimed the lighthouse since returning here from Phandalin, finding the basement laboratory to be a perfect place for his experiments. Even as he works for the Six, Hoobur continues to make it look as if he works for Dran Enterprises. The leadership of the Six expects that attacks on two Acquisitions Incorporated franchises will attract the attention of Acq Inc Head Office, and Splugoth the Returned wants that attention directed elsewhere while his plan to claim the orrery comes together.

BEACHSIDE TENTS

On the beach behind the lighthouse, three large tents are set up as temporary lodgings. The members of

the Order of the Stout Half-Pint and their staff were living here while preparing the lighthouse for a new round of franchise renovations. Evidence of a fight from many days ago is spread across the grounds, including slashed canvas and broken weapons. Mundane furniture and gear fills the tents, along with kegs of ale, casks of fresh water, boxes of rations, and bundles of arrows. All the tents feature the Dran Enterprises logo scrawled onto them in chalk.

Treasure. In one tent, a locked chest hidden within a provision crate holds some of the treasure of the Order of the Stout Half-Pint. Hoobur Gran'Shoop had his undead servants search the tents, but they weren't savvy enough to spot the chest, which requires a successful DC 12 Intelligence (Investigation) check to find. A successful DC 15 Dexterity check using thieves' tools opens the chest. Smashing the chest open requires a successful DC 10 Strength check, but doing so breaks 1d4 of the potions within. The chest contains 500 sp, gems worth 250 gp, three *potions of healing*, and a *potion of heroism*.

GENERAL FEATURES

The lighthouse is old, and the Order of the Stout Half-Pint has been undertaking recurring renovations since they moved in two years ago. Except where otherwise noted, all areas of the lighthouse have the following features.

Ceilings. Ceilings are 15 feet high and flat.