

Light. The lighthouse is mostly dark. Two lanterns full of oil hang within each level on the east and west walls. Window slits stand 3 feet above the floor on each level, at the center of the north and south walls. These slits are 3 feet high but only a few inches wide, so they're too small to allow passage or let much more than a little dim light in.

Resting at the Lighthouse. If the characters attempt a long rest anywhere inside or within sight of the lighthouse, an undead patrol of two **ghouls** and four **zombies** interrupts them. A new patrol passes every 6 hours, making finishing a long rest impossible unless the characters leave the area.

FRONT DOOR

The door leading into the ground floor at the base of the lighthouse is both locked and trapped.

Fusillade Trap. A successful DC 15 Wisdom (Perception) check notices that the lock of the stone door is connected to wires that run into the tower's stone walls. This custom-built franchise defense system is rigged to release a rain of arrows from turrets up higher on the lighthouse. The trap can be bypassed by pressing a hidden button on the door, requiring a successful DC 15 Intelligence (Investigation) check to find. Or it can be disarmed with a successful DC 15 Dexterity check using thieves' tools. If the check to disarm fails by 5 or more, the trap is triggered.

If the trap is activated, each creature within 10 feet of the door must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage from the rain of arrows on a failed save, or half as much damage on a successful one. The trap does not reset itself automatically, but it will be restocked with arrows and reset manually by Hoobur Gran'Shoop's undead minions if the characters are away from the lighthouse for more than a few hours.

Once the trap is disabled or triggered, the lock on the door can be picked with a successful DC 10 Dexterity check using thieves' tools. The sturdy stone door can also be smashed open with a successful DC 20 Strength check, or it can be battered down (AC 13, 50 hit points, immunity to poison and psychic damage).

GROUND FLOOR

When the characters gain access to the ground floor, they can see what's inside.

In the center of this square room carved into the base of the promontory, a circular staircase spirals upward. The area has been emptied of furniture, but a number of parchments and maps are tacked onto the walls. The corpse of a halfling is sprawled beneath one of those maps. It isn't moving. However, the spectral halfling hanging motionless in the air above it is very much in motion as it drifts toward you, moaning.

Creature. The **ghost** of one of the members of the Order of the Stout Half-Pint (see below) now guards this



area, attacking as soon as any character steps into the room or 1 round after the door is opened.

Development. The ghost and the corpse are all that remain of a deceased member of the Order of the Stout Half-Pint, Patsy McRoyne. An examination of the body reveals no weapon wounds, but a successful DC 10 Intelligence (Arcana) or Wisdom (Medicine) check finds evidence of necrotic damage. A familiar sigil has been carved into the corpse's chest—a draconic skull pierced by a sword thrust upward through it.

The maps and parchments tacked up along the walls include the following:

- A number of maps show trade routes in the area around the lighthouse, running all the way to Luskan to the north. Among the handwritten marginalia on one map are the words "Dran Ent. secret HQ in Luskan? Threat?" with a circle around that city.
- One parchment is the franchise contract between Acquisitions Incorporated and the Order of the Stout Half-Pint. The franchise was established two years ago, and has been doing well by all accounts.
- A wall calendar with the name "Wizzy" on it records adventures the order has undertaken. It also notes intended headquarters renovations that are con-