

A blinding flash leaves an indelible mark in your brain as you step into the lens. When your vision clears, you find yourselves in the corner of a stone chamber filled with laboratory and arcane equipment. Tall bookcases filled with tomes line two walls, while the other walls feature long tables covered with alembics, flasks, cauldrons, beakers, and containers holding weird reagents and components. An iron cage is set against one wall, its door open.

Two more tables surrounded by chairs stand in the center of the room. The first contains a variety of humanoid body parts, all on the small side. The second table holds a tiefling restrained with leather straps. She struggles against the bonds with a wild look on her face.

Standing near the tiefling's table is an odd-looking construct with an even more oddly placed spigot at the base of its barrel-shaped body. A gnome dressed in garishly colorful clothes sits on a stool nearby, his eyes blank. Another gnome sits next to the first, but this one is most lively and chipper. He wears dark robes and a red fez bearing the Dran Enterprises logo—apparently scrawled in white chalk.

"See Wizzy?" the chipper gnome says to the other. "I told you we would have visitors. I felt their presence in the lantern room." He sips from a cup of tea as he beckons to you. "Would you like to have a seat? And can I get you some chamomile tea? My name is Hoobur Gran'Shoop, by the way. Pleased to meet you."

Creatures. Hoobur Gran'Shoop (LE gnome **archmage**) depends on a **keg robot** (see appendix B) to defend him. (The construct was originally a servant of the lighthouse franchise.) Wizzy (NG male gnome **mage**) is also under Hoobur's power, and acts as the archmage's unwitting ally. In his current state, Wizzy can cast only cantrips, 1st-level spells, and 2nd-level spells.

The tiefling—Talanatha Three-Coins from Phandalin—is alive for now. But if the characters fail to act quickly, she transforms into a **vampire spawn** also under Hoobur's control (see below).

TO FIGHT OR NOT TO FIGHT?

Hoobur Gran'Shoop is a far more powerful foe than the characters can handle at their current level. Fortunately, he doesn't want to kill them. In fact, the archmage is a big fan of the plucky, can-do attitude that's brought them this far. He was hired—and given a great deal of magic and money—by the Six to wipe out a couple of Acquisitions Incorporated franchises, here and at Tresendar

HOOBUR AS A RECURRING NPC

Hoobur Gran'Shoop, gnome archmage, is thoroughly evil, and most likely a few phalanges short of a hand. But just because a gnome is a tiny bit on the dark side doesn't mean he can't be a useful ally! Make note of the terms on which the characters part ways with Hoobur, whether they leave him in control of the lighthouse or throw down against him. The archmage could turn up later in the campaign with an interesting business proposition, or might work with the characters in an "enemy of my enemy is my friend" scenario. Alternatively, if Hoobur was forced to flee, he might decide that the franchisees are a threat to his livelihood and reputation that need to be eliminated.

Manor. His instructions were to make it look like Dran Enterprises was responsible. Other than that, he has no dog in this fight.

Hoobur attempts to establish a sincere dialogue with the characters, chatting about the serenity of the area surrounding the lighthouse, the importance of good friends, the relaxing qualities of a good cup of tea, or any other topic that catches his fancy. During the conversation, he drops as many references to Dran Enterprises as possible, implying that the organization is the characters' true enemy. He reinforces any rumors the characters have heard about Dran Enterprises, or spins those rumors if they haven't. This includes the speculation seen on the map on the lighthouse first floor that Dran Enterprises has a secret headquarters—and thus a sinister presence—in Luskan.



HOOBUR GRAN'SHOOP

AMV OR

Necromancy as a business model needs more discussion, I think. Who hasn't had that fantasy about having all undead employees? No?

—Omin Dran