

halfings. Its members had gained enough prestige and capital to acquire the lighthouse, which undergoes an endless spate of renovations.

- A weird gnome named Hoobur approached the group a month ago, asking to join them. When the members of the order let their guard down, the new gnome called forth a horde of undead creatures that slaughtered everyone.
- Since then, Rainbow has remained in this area. The spider can feel that its master is not dead, but is also not truly alive. Rainbow believes Wizzy persists in some sort of half-life at the hands of the gnome archmage.
- A tiefling unexpectedly teleported into the lighthouse a few days after the order had been wiped out. She was spotted by Hoobur's undead minions and captured. Rainbow doesn't know what happened to her after that.

**Development.** Rainbow knows that the lantern room at the top of the lighthouse allows people to teleport to the secret basement beneath the tower. However, it shares that information only with characters who agree to search for and save Wizzy. Or put the mage out of his half-dead misery. (The spider isn't choosy; it just wants some closure.) Rainbow does not know the current passphrase to activate the teleporting power of the lighthouse lens.

**Treasure.** Rainbow's glass terrarium is full of dirt, plants, insects, and webs. It also contains the *rotor of return*, buried beneath the dirt in the tank. Rainbow knows the rotor is there but reveals its presence only if Wizzy is dead and the characters haven't found the object on their own. A character who searches the tank and succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check finds the rotor. If it is taken before Wizzy is confirmed dead, Rainbow is sullen but makes no argument.

### LIGHTHOUSE TOP

The hatch in the ceiling of the fourth floor provides access to the top of the lighthouse. Magical shadow causes this area to be lightly obscured. When the characters arrive, read:

This area is gloomy and dancing with shadows. A ten-foot-wide catwalk encircles the fifteen-foot-high lantern room housing the lighthouse's crystal lens. The lens rotates lazily, but rather than shedding light, it emanates an aura of cold shadow. The walls of the lantern room are five-foot-wide panels of glass set with a single glass door.

**Creatures.** Hoobur has entrusted the protection of the necromantic lens to a **will-o'-wisp** and three **shadows**. The shadows resemble halfings and gnomes, former members of the Order of the Stout Half-Pint. These undead remain hidden until the second character gains access to the balcony, at which point they attack. The creatures retreat into the lantern room if necessary (with the shadows slipping through a gap beneath the

door), knowing the characters can't enter without some effort (see "Glass Door" below).

**Catwalk.** A 10-foot-wide stone catwalk set with a low railing encircles the lantern chamber housing the necromantic lens. A character who falls from the catwalk can grab onto the railing with a successful DC 13 Dexterity saving throw.

**Glass Door.** The glass door that provides access to the lantern room is magically locked, and all the glass making up the door and wall is magically reinforced. The lock can be opened with a successful DC 15 Intelligence (Arcana) check or Dexterity check using thieves' tools. A character can also shatter a panel or the door with a successful DC 20 Strength check, or can bash through it. The door and each glass panel has AC 18, 30 hit points, and is immune to cold, necrotic, poison, psychic, and radiant damage.

**Necromantic Lens.** Hoobur Gran'Shoop has scribed the magic lens atop the lighthouse with faint runes that cause it to radiate necromantic energy. In addition to filling the area with shadow, the lens grants any undead creature at the top of the lighthouse the following benefits:

- It has advantage on saving throws.
- It has resistance to radiant damage.
- The undead regains 5 hit points at the start of its turn if it has at least 1 hit point.

**Light 'Em Up.** Any character who witnesses the effects the lens's shadow has on the undead can attempt a DC 10 Intelligence (Arcana or Religion) check to assess the lens's magic. With a success, the character understands the properties of the shadow and intuitively that a powerful necromantic ritual has transformed the lens.

Once the lens's power has been determined, any character can reverse part of the corrupting ritual with any of the following actions:

- A successful DC 15 Intelligence (Arcana or Religion) check disrupts the flow of necromantic energy within the lens.
- A successful DC 15 Dexterity (Sleight of Hand) check subtly sabotages the runes scribed into the lens.
- A character can expend one use of Channel Divinity to force divine power into the lens.

For each successful action undertaken to disrupt the lens, its power falters as follows:

- The area around the top of the lighthouse is no longer lightly obscured.
- The lens no longer grants benefits to undead.
- The energy of the lens is reversed for 1 minute, shining out as bright light that fills all exterior areas of the lighthouse within 20 feet. While the energy is reversed, each undead creature that starts its turn in this area takes 11 (2d10) radiant damage. Each creature that isn't a construct or undead regains 11 (2d10) hit points at the start of its turn. A creature that could regain hit points but has died within the last minute returns to life with 1 hit point. (This includes any creatures that have fallen from the lighthouse.)

**Arms and Armaments.** The arrows that fuel the fusillade trap seen at the entrance to the lighthouse