

When the talk becomes serious, Hoobur tells the characters he's willing to let them walk away right now, taking Wizzy and Talanatha with them, if they leave him to his work here. The laboratory is such a great space, and the archmage is making incredible strides in understanding the thin veil between the worlds of the living and the dead.

If the characters are quick to accept Hoobur's offer (even just to avoid a fight they know they can't yet win), you get to decide how the freed Wizzy and Talanatha feel about that. You can also decide how to handle the super-secret basement. If you have a sense that the characters will return to the lighthouse at some point to take on Hoobur, you can leave the areas beyond this one to be explored at a later date. Alternatively, if the players and characters seem keen on making Hoobur a lifetime ally, you can have the archmage offer them a first job for friendship's sake—exploring the super-secret basement and clearing out any threats there. See "Secret Door" below.

OKAY, TO FIGHT

If the characters are itching for combat, Hoobur casts *wall of force* or *globe of invulnerability* to show off his spellcasting prowess. If the characters don't back off, he sighs as he uses *lightning bolt* or *cone of cold* to get down to business. (At your discretion, give Hoobur a spell save DC of 15 and +7 to hit with spell attacks because he's a little out of it. Maybe there's more in that tea than just tea, right?)

Hoobur is not much into combat, however, and the first time he takes any damage, he snarls at the characters and casts *time stop*. With his extra actions, he pulls and uses a *spell scroll of teleportation* to flee somewhere safe, leaving the characters to fight his minions.

The keg robot attacks at the first sign of trouble involving Hoobur. Unless you want the characters to claim the construct, it fights until destroyed. Wizzy also joins the fray, but he moves in a stilted and exaggerated manner that shows he's not acting of his own free will.

Talanatha's End? As soon as Hoobur escapes, a glowing draconic skull with a sword piercing it appears on Talanatha's forehead as she struggles against her bonds. A character who succeeds on a DC 15 Intelligence (Arcana or Religion) check can tell she's turning into an undead creature. If the check succeeds by 5 or more, the character knows the group has 2 rounds to stop the transformation. A character within 5 feet of the table must succeed on a DC 15 Intelligence (Arcana or Religion) check to remove the draconic sigil and stop the transformation. If the characters kill Talanatha in the hope of stopping the ritual, the change occurs immediately.

If Talanatha turns into a vampire spawn, she's still restrained on the table and needs to succeed on a DC 15 Strength check to break her bonds. Once she's free, she attacks the characters with abandon. If the vampire spawn threatens to overwhelm the party, you can say that the manner in which she was suddenly transformed keeps her Regeneration trait from functioning.

Treasure. If the characters force Hoobur to flee, the gnome leaves a number of valuables behind. The equip-



TALANATHA THREE-COINS

ment in the lab amounts to alchemist's supplies, carpenter's tools, a herbalism kit, a poisoner's kit, thieves' tools, and tinker's tools. Hanging on a hook in the corner is a *cloak of the manta ray*. Hoobur also has two *potions of greater healing*, a *potion of resistance* (necrotic), a *potion of water breathing*, and a *spell scroll of teleport* on his person. (If Hoobur does a deal to have the characters clear out the super-secret dungeon, he offers the cloak and two potions of their choice as payment.)

Teleportation Panel. Where the characters appeared in the empty corner of the room, the wall contains a glowing teleportation panel keyed to the lighthouse lens. Any creature touching the panel is teleported through the lens to the lantern room.

Developments. If Wizzy is knocked unconscious instead of being killed, the gnome mage regains his senses when he awakens. He can remember little about the attack on the lighthouse or the time spent with Hoobur. He does remember hiding the *rotor of return*, which he reveals to the characters at the adventure's conclusion if they haven't found it already.

Secret Door. If Hoobur Gran'Shoop offers the characters the job of clearing out the super-secret basement, he shows them the secret door behind the bookcase. If not, any character who searches the room and succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check notes scuff marks on the floor near the bookcase or spots the hinges on it. The bookcase swivels open to reveal a passage beyond. Talanatha is also aware of the doorway, having seen Hoobur open it to toss garbage into the hallway beyond.