A lighthouse stands dark and abandoned - where did the keepers go...
and what replaced them? An adventure for 5th-10th level characters.

THE LAMENTING LIGHTHOUSE

GUILD

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PREFACE

One lonely lighthouse shines the way through the rocks and shoals that deny entry to the northern Moonshae Isles. But when the party's transport approaches, a horrific gale at their backs - no light is in sight... The party must venture ahead of their vessel in a race against the storm to the restore the beacon before their ship is lost. What has befallen the keepers, and what dark secret does the lighthouse hold? Will the heroes prevail, or will they join the lighthouse's lament?

This adventure capitalizes on common horror tropes - an abandoned lighthouse, unexplained disappearances at sea, seamen's yarns about ghost stories. It is loosely inspired by real-life events, specifically the mysterious disappearance of the three keepers at the Flannan Isles Lighthouse and the tragic death and subsequent madness of the remaining keeper at the Smalls Lighthouse.

Thank you for purchasing this adventure, I hope you and your friends have great fun with it! It would mean a lot to me if you would let me know what you liked or disliked - anything you can tell me will go into improving the next version of this adventure as well as future adventures!

Sven Truckenbrodt
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ON THE COVER

Victoriya Shamykina illustrates an abandoned lighthouse here. In her own words, she describes it in the following way: "Built long ago, this lighthouse was abandoned, then they tried to restore it but finally it ended up like this. Now it is considered to be closed, and one can only get to it on low tide risking his life on a treacherous rocky dam and stone steps. However they say that sometimes you can see the light lit and the beacon working." This powerful and eerie illustration served as the inspiration to create an adventure centered on just such a remote and abandoned lighthouse.

Adventure Primer

Welcome to *The Lamenting Lighthouse*, a one-shot adventure for Dungeons & Dragons 5th Edition, providing four hours of play time for 5th-10th level characters!

A lonely lighthouse has reliably guided ships through the treacherous rocks and shoals of the northern Moonshae Isles for decades. But as the ship of our adventurers approaches, there is no light to be seen anywhere - and a serious squall is approaching in their back... The captain asks the characters to investigate what has befallen the lighthouse, and restore its famed *sunbeacon*.

A simple enough task - but what they will find at the abandoned lighthouse may chill them to their bones... The pirate Captain Roberts has recently uncovered a powerful, but cursed, magical item - the *dread orb of Orcus*. This artefact has corrupted his mind and body - split them into an undead wraith, his former soul, and an undead wight, his former body. These two war on the island of the lighthouse after a skiff from Captain Roberts' ship has crashed there.

Will the party be able to restore the *sunbeacon*, or will they add their own lament to that of the lost souls trapped in undeath there?

Adventure Background

The Viledel Lighthouse has safely guided ships through the northern approach to Westhaven, a free city on the island of Pandira in the Korinn Archipelago, the chain of islands that constitutes the northernmost part of the Moonshae Isles. Westhaven is a city that welcomes all - pirates, merchants, adventurers - on neutral territory, and its natural bay provides the best protected harbor in the northern Moonshaes. The approach to Westhaven is tricky at the best of times, with rocks and shoals hiding just below the foaming waves. As the party's ship approaches, thick fog clouds the archipelago before them, and an allmighty squall is chasing them - and no guiding beacon is to be seen anywhere on the horizon.

Captain Nimue Ailmon, the owner and commander of the *Valkur's Venture*, a fast transport vessel for charter that is bringing the characters to the Moonshaes, is deeply concerned. The squall could easily smash his ship on the open sea and he wants nothing more than to get her to Westhaven, but running the approach without the guiding light of the Viledel Lighthouse would be suicidal. He asks the adventurers he is transporting to run ahead in a skiff, investigate what is going on at the lighthouse, and re-kindle the beacon as swiftly as they can. This is the last desperate hope he, his crew, and the adventurers themselves have.

What awaits those adventurers at Viledel Lighthouse is a horror. The lighthouse keepers are dead, their decaying bodies roaming the island as undead ghouls and ghasts, their souls trapped as specters and poltergeists. The soul of an old sea hag also haunts the island in the form of an allip. Responsible for all this is the recent arrival of the pirate Captain Roberts, who crashed here with a skiff that barely escaped his sinking ship. Captain Roberts is not himself anymore, however - feared as he was in life, he is even worse in undeath.

Captain Roberts recently discovered an cursed artifact of imponderable evil - the *dread orb of Orcus*. This artifact channels the power of Orcus, god of the underworld and undeath. It drives making a mockery of life to the extreme by ripping the soul from a body and then bringing both the body and the soul back as separate and eternally warring

undead entities. The adventurers will drop right into this conflict of the dread wraith and the dread wight that Captain Roberts has become. The situation is not helped by the remainders of a sea hag coven beneath the island that was annihilated by this conflict - or is it?

They came here to save their ship, but maybe saving their own lives will be all they can hope for... The adventurers will have to desperately dash for restoring the famed *sunbeacon* of Viledel Lighthouse - maybe its magic can dispel the vile darkness that has descended here.

Adventure Hook

By default, this adventure assumes the characters are traveling to the Moonshae Isles. Ask your players why their characters would be traveling to there - maybe they are on a contract, maybe they want to visit a temple, maybe they just want to take a vacation? You and your players can also determine here if the characters know each other or not. Take this into account during the initial scenes of the adventure.

This literally puts the characters into the same boat. When the captain of the boat they have booked passage on notices that the lighthouse that usually guides ships through the dangerous approach through the Korinn Archipelago is dark, he implores the characters to go ahead in a skiff to investigate, and restore the beacon. The oncoming squall in their back adds some urgency to the situation - there is no time to consider an alternative route or an alternative approach.

You can also make up any alternative hook that would put the characters on a boat together - a mission in your on-going campaign, the request of a local lord to investigate a lighthouse gone dark, etc. The important thing is to get the characters onto the lighthouse island and cut them off from any outside support. Any hook that achieves this is suitable.

Overview

The Lamenting Lighthouse plays out almost entirely on an isolated island in the sea north of the Moonshae Isles.

Prologue: Lights Out! The party is approaching the northern Moonshae Isles on board of the *Valkur's Venture*. The *Venture's* captain sends the party ahead to restore the beacon on an essential lighthouse that is inexplicably dark.

The Lamenting Lighthouse. The party uncover the secrets of the lighthouse, bit by bit - the dead lighthouse keepers turned undead, a crashed pirate ship, a cursed magic item, a frightened sea hag, and a wraith warring with a wight... Can they restore the lighthouse's beacon before they become the next victims in this conflict?

Epilogue: Another Seamen's Yarn? The party return to the *Venture* with their unbelievable tale of the lamenting lighthouse.

Adventure Timing

This adventure aims at about 4 hours of play time. Depending on the actions of the party, this might take longer or shorter, of course. If you need to watch the clock and want to keep things moving, here is some guidance on how long each part should take, approximately:

- **Part 1.** 15-30 min
- **Part 2.** 120-150 min
- **Part 3.** 15-30 min

About this Adventure

This adventure can be run as a completely independent stand-alone one-shot. However, several elements included in this adventure are designed to provide long-term opportunities to continue this adventure or tie it into on-going stories:

- 10 fleshed out NPCs (see Appendix A)
- a toolset for creating villager NPCs (see Appendix A)
- eight unique creatures (see Appendix B): the dread wight, the dread wraith, the drowned zombie, the drowned ghoul, the drowned ghast, the captain, the rating, and the sailor
- one story reward, Heroes of Viledel and Valkur (see Appendix C), and two possible story hooks to continue the adventure, Survivors of the Dread Orb of Orcus and Curse of the Dread Orb of Orcus (see Appendix C)
- a unique magic artifact, the Dread Orb of Orcus (see Appendix C)

This adventure can thus enrich any on-going campaign. The haunted lighthouse might serve particularly well as part of a nautical campaign and ties in well with *Ghosts of Saltmarsh*.

List of Appendices

The following appendices are provided with this adventure to help you run the story smoothly at the table and enhance the experience for your players:

- *Appendix A: Dramatis Personae.* This is a list of all the important NPCs in this adventure, including background and personality descriptions.
- *Appendix B: Creature Statistics.* This is a list of creature stat blocks you might need for running this adventure.
- *Appendix C: Player Handouts.* This is a list of handouts for your players, including clues about what happened in the lighthouse and magic items.
- *Appendix D: Maps.* This section contains an overview map of the island on which the lighthouse stands and further maps of the most important locations there: the warehouse, the lighthouse, and the caves below the lighthouse.
- *Appendix E: Dungeon Master Tips.* This section contains a few tips for dungeon masters on how to run this adventure, including ways to determine the power level of the party and for how to adjust the adventure if it deviates from the power level of the adventure.

Prologue: Lights Out!

The characters start out on a ship, the *Valkur's Venture* (see the **Valkur's Venture** sidebar) that is on its way to the Moonshae Isles. Captain Nimue Ailmon, an experienced sea elf (see the **Roleplaying Captain Nimue Ailmon** sidebar), is in command of this swift vessel.

A Rude Awakening

As the adventure begins, read out or paraphrase the following:

> You have been at sea for the past few days. The Valkur's Venture, on which you are sailing, is making remarkable time towards the Moonshae Isles. Nimue Ailmon, the sea elf who captains the Venture, clearly knows her business.
>   On the morning of the day Captain Ailmon expected the Venture to reach the Moonshae Isles - you awaken as you are thrown from your hammocks! As you struggle to your feet from the hard planks, you realize that the ship is lurching and heaving...

If you would like to establish a specific reason for your players' characters to be on the ship and whether they know each other or not, consult the **A Trip by the Sea, what Fun it can be...** sidebar.

Sensory Perceptions: Valkur's Venture

These are the prevailing sensations in the area:
Smells. Salt and ozone in the air, sour sick on the planks.
**Sounds.** Crashing waves, rumbling thunder, shouting sailors.
Sensations. The heaving and lurching deck, gisht in your faces.

The Squall

As the adventurers try to catch their bearings and emerge from the lower deck, read or paraphrase the following:

> As you emerge from the lower deck, you walk past other passengers hunched over buckets. On deck, sailors are hurrying about. The bosun is at the helm on the quarterdeck, shouting orders. Captain Ailmon is on the forecastle with the quartermaster, both peering at something in the quartermaster's palm.
>   The sea is rough, the black tendrils of an almighty storm seem to chase the ship from astern, lightning flashing.
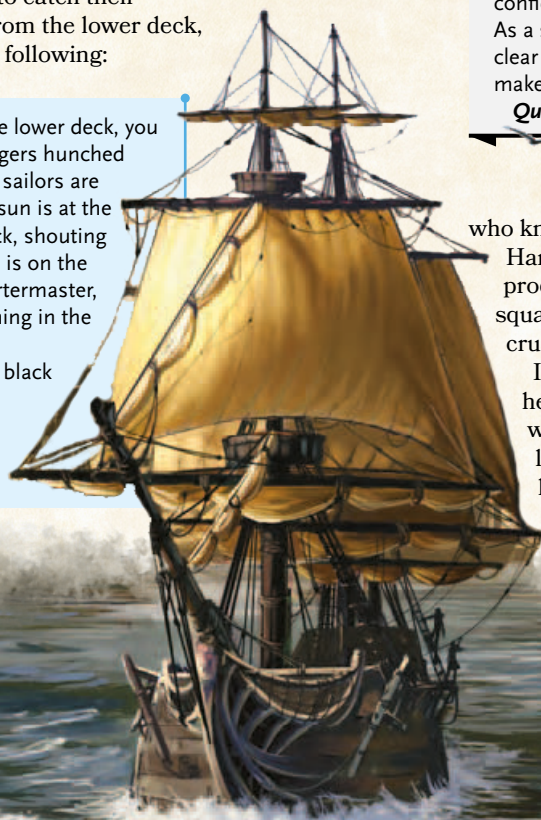
Valkur's Venture

The *Valkur's Venture* is a fast sailing ship. You can use the statistics and map of the sailing ship listed in *Ghosts of Saltmarsh*, with the changes below. The *Venture* is built for speed, and can be hired as a fast courier, trader, or passenger transport. It is unlikely that rules for operating ships will become relevant in this adventure, but you can also find such rules in *Ghosts of Saltmarsh*. Below is a short summary of the most important features of the *Venture*, which differ from those given for a standard sailing ship in *Ghosts of Saltmarsh*.
Crew. The *Valkur's Venture* is crewed by:
- a captain (**captain**)
- four ratings: a first mate, a bosun, a quartermaster, and a cook (**ratings**)
- twenty-five sailors (**sailors**)
- eight passengers (**two nobles** and **six commoners**)
Speed. The *Valkur's Venture* can travel up to six miles in an hour, or 150 miles per day. In one turn, she can move 54 ft., or 18 ft. into the wind, or 72 ft. with the wind.
Layout. The *Valkur's Venture* is approximately 20 ft. wide and 80 ft. long. She has a main deck with three masts, a forecastle (contains a ballista) and a quarterdeck (contains the helm), a lower deck with crew and passenger quarters, and below that a hold for supplies.

Nimue Ailmon (see **Roleplaying Captain Nimue Ailmon**) is a NG female **captain** with the following sea elf traits:

- darkvision out to 60 ft.
- proficiency in the Perception skill
- in combat, she wields a net and a spear
- advantage on saving throws against being charmed and magic can't put her to sleep
- swimming speed of 30 ft. and can breathe air and water
- can communicate simple ideas with any beast that has an innate swimming speed, using simple gestures
- can speak, read, and write Elvish and Aquan

Roleplaying Captain Nimue Ailmon

Captain Nimue Ailmon has sailed the Sea of Swords for half a century, half of that time as captain of the *Venture*. She always seems to have a smirk on her face, and commands with confidence and competence - she has the full trust of her crew. As a sea elf, she is at home on the ocean, and it shows. The clear air of comfort she projects, even in the roughest seas, makes her a favorite among well-paying passengers.
Quote: "Make it so!"

The quartermaster is a N male Illuskan human **rating** by the name of Harvey, who knows the *druidcraft* cantrip. Captain Ailmon and Harvey are currently inspecting the weather prediction produced by *druidcraft* - and it does not look good... The squall that is approaching from behind looks like it will crush the *Valkur's Venture* if she gets caught in it.

If the characters approach her, she placates them in her calm and confident manner: "Do not worry - we will make it to Westhaven, in the Korinn Archipelago, long before that storm can catch the *Venture*. That harbor is well-shielded, we will be safe there!"

The Viledel Lighthouse

Captain Ailmon is banking on the reliable Viledel Lighthouse to guide her through the rocks and shoals of the northern approaches to the Korinn Archipelago. The rough sea, bad lighting, and ground fog in the archipelago make the approach even more deadly than usual - braving the storm would likely mean their doom, but navigating into the Korinn Archipelago would make it certain...

Read out or paraphrase the following to your players:

> The increasing storm is encroaching, but the Venture barely manages to stay ahead of it, just as the captain promised.
>
> After a few hours, however, uncertainty and restlessness seem to spread among the crew. Captain Ailmon can be seen pacing the deck, climbing to the crow's nest herself in intervals. She peers out to the south with her telescope, clearly looking for something.
>
> Finally, she gives the command to set anchor! She scratches her head, and approaches you: "Well, we have a problem..."

Captain Ailmon has assessed the characters as capable adventurers. She takes the characters into her cabin below the quarterdeck, calmly explains the situation, and asks them to take a skiff, row ahead, investigate the lighthouse, and restore the beacon. She makes it very clear that restoring the beacon is the only chance the *Venture* has, in her professional opinion.

The skiff Captain Ailmon provides the characters with is a large rowboat that can travel up to 3 miles in an hour, or 24 miles per day. In one turn, it can move 15 ft; this requires four people at the oars. The movement is halved if two people are rowing. If necessary, you can use the statistics of the *rowboat* from *Ghosts of Saltmarsh*, with the crew capacity and passenger capacity both doubled to four each.

Consult the **Playing the Pillars** box for this part of the adventure for further guidance.

The Lamenting Lighthouse

The vast majority of this adventure plays out on two small islands, little more than rocks jutting from the sea (see maps in Appendix D). The bigger of the two contains the lighthouse eponymous to this adventure along with an accompanying storehouse and a hag grotto. This island is full of horrors at every turn: the lighthouse island and the lighthouse itself are haunted by spirits, the storehouse and hag grotto are infested with undead bodies. The smaller island is worth a visit for a pirate treasure to be claimed, which may help out the characters in their desperately isolated situation.

Background

The current Viledel Lighthouse has stood in its place for almost a century now. It is a remote and lonely place to work, but also a very important one - without it, the northern approach to the Korinn Archipelago is basically suicide. The keepers employed there are hardy souls, not fazed by the isolation or even occasional sahuagin attacks. But even they were not prepared for what hit them a few days ago...

The pirate Captain Roberts has recently uncovered what he thought of as a hidden treasure in a sunken temple in The Whalebones, a group of barren islands north of the Moonshaes. The treasure contained one noteworthy item in particular: a heavy globe made of a smooth black material, covered in fine lines that emanate a pale green glow... This item possessed an irresistible draw to Roberts, and he took it into his cabin and poured over it for days. One night, an eruption of power occurred and the terrible nature of this artifact was revealed as the green foggy tendrils of its power washed over Roberts' ship - this is a **dread orb of Orcus** (see Appendix C). The Dread Orb of Orcus serves the vile intent of the demon lord Orcus, Prince of the Undead, in the most perverted way yet devised. Not content with raising either cadavers or returning dead souls to haunt the land of the living, the Dread Orb of Orcus creates two undead from one creature by ripping the soul from the body and animating the body itself. This traumatic process mutilates the minds of both creatures created that way, and locks them into an eternal war - in the process of which, they both create more undead of their own kind...

Captain Roberts

This is the situation to which our adventuring party will arrive. The cryptic notes of the lighthouse keepers, recording the strange occurrences and their own growing madness, as well as the state of the island may give them some clues as to what happened here. This, together with the magical treasure trove on the small island and Ol' Sandy Seaslick as a potential ally, may give them some chance to formulate an informed plan of action before it is too late for them...

The Haunting

The lighthouse island, in particular its exterior, is haunted by an allip. These creatures arise when a mortal soul pries to deep into arcane and forbidden knowledge, and is consumed by it. These mad and lonely spirits are driven by the compulsion to drag others into the twilight state of knowledge they exist in.

The particular allip that exists at the Viledel Lighthouse is the spirit of the elder member of Ol' Sandy Seaslick's coven of sea hags. She found the *dread orb of Orcus*, and tried to pry its secrets from it - with predictable results...

The allip will not usually stray into the lighthouse or the storehouse, because it detests the mindless presence of the ghouls, ghasts, and specters there. Should minds more vulnerable to its babbling walk there, however, it might make a detour from its lonely circuit of the island... It is, however, too traumatized, albeit sub-consciously, to return to the hag grotto under any circumstances.

Roleplaying the Allip

The allip is tortured by the secrets it pried from the *dread orb of Orcus*. The only purpose left to it now is to spread misery and share the madness that plagues its mind. It will gladly converse if that serves this purpose, but it will never actually do anything to help another being.

Quote: "I know a secret..."

Ol' Sandy Seaslick

Ol' Sandy Seaslick lived with her two coven sisters below Viledel Lighthouse for longer than she can remember... brewing potions, trading with sahuagin, foraging in the ocean, conducting their arcane research... The Viledel Coven has always been unusual in that it remained hidden in such close proximity to people, and never seemed interested in dealing with any outsiders. This was due to their particular interest in the arcane, and the research it involved - they were so conceited that they thought they alone would solve any mystery, and outsiders could never even grasp their ways.

Ol' Sandy was the junior member of her coven, but no less conceited or arrogant for it. The destruction of her coven has hit her hard - if not for the loss of her sisters, certainly for the loss of power. She will do what needs to be done to reclaim it - and maybe this is an opportunity for ger, as well?

Roleplaying Ol' Sandy Seaslick

Ol' Sandy Seaslick is outraged by being ousted from her former lair, and she wishes nothing more than to destroy the dread wight that has taken residence there. After that, she wants to rebuild her coven - but with herself as senior... and maybe with the power of the *dread orb of Orcus* in hand?

Quote: "Ye-hes - what you see-heek is in the-here..."

The conflict of the two horrors that became of Captain Roberts, the body a **dread wight** and the soul a **dread wraith**, consumed the crew of the *Barnacle Blight*, Captain Roberts' ship. The Dread Orb of Orcus went over board in the struggle. The Roberts dread wight fled the ship in a skiff in its pursuit.

The Dread Orb of Orcus washed ashore at the Viledel Lighthouse and was found by a coven of sea hags that lived - unbeknownst to the keepers, and unconcerned about their presence in turn - in a grotto below it. One of the hags was turned into an **allip** by its power when she tried to discern its secrets by herself. The Roberts dread wight recovered the Dread Orb of Orcus from the coven shortly after, leaving one of the remaining two dead and leaving only **Ol' Sandy Seaslick** alive - enraged by the destruction of her coven, but powerless to do anything about it.

The pilotless vessel harboring the Roberts dread wraith later crashed into the bridge that connected the two islands of the Viledel Lighthouse. The bridge was destroyed in the process. The wreck of the ship is lost in the ocean waves, but part of its treasure was thrown ashore on the small island the bridge connected to the lighthouse island - along with some of the former crew...

The Roberts dread wight and the Roberts dread wraith continued their war on the island, the dread wight taking the former hag grotto for its lair, the dread wraith haunting the lighthouse. The lighthouse keepers never stood a chance. Their undead remains, body and spirit, now linger on the island, ready to tear down any living creature...

THE DREAD PIRATE ROBERTS

Captain Roberts had been hunting for a powerful artifact he had found clues on over the years, and slowly grown obsessed with - the *dread orb of Orcus*! Finally, he succeeded in his quest - but he did not find what he expected... His soul was torn from his body, both reanimated into terrible undeath as a dread wraith and a dread wight.

The dread wraith Roberts and the dread wight Roberts share the same personality - which is the best prerequisite to make them the most bitter enemies. There is no accord between this soul wrenched from its body, and there can never again be any. This is possibly the most insidious feature of the *dread orb of Orcus* - it pits two intelligences of equal means and with the most intimate knowledge of each others' personalities and plans against each other. This all but ensures an everlasting conflict, inflicting maximum suffering for all caught between them...

Should the dread wraith or the dread wight slay any NPCs - and they will do so at any opportunity - while out of sight and earshot of the part, they leave no useful traces at all.

ROLEPLAYING THE DREAD PIRATE ROBERTS

Both the dread wight Roberts and the dread wraith Roberts are only interested in two things: destroying each other, and destroying the living. They treat the latter as little more than inconveniences, even if outnumbered and outclassed - they are mad with the powers of undeath surging through them.
Quote: "Living... heh - not for much longer..."

TIMELINE OF EVENTS

How did we get here? The events that led to the state the characters find Viledel Lighthouse in is as follows:

- **Eleint 03:** Alea, Thinkka, and Marcella arrive with three months' supplies to change watch at Viledel Lighthouse
- **Eleint 05:** Captain Roberts succumbs to the *dread orb of Orcus*, the fight between wraith and wight begins
- **Eleint 08:** the *dread orb of Orcus* is momentarily lost and the dread wight departs in a boat to search for it; the dread wraith floats off to sea with the same purpose
- **Eleint 12:** the *dread orb of Orcus* washes ashore at Viledel Lighthouse; Marcella notices the sea hag Betsy Bloatbelly recovering the *dread orb of Orcus*; Alea doesn't believe her
- **Eleint 16:** the pilotless *Barnacle Blight* crashes into Viledel lighthouse, destroying the outhouse and bridge, and depositing some zombies, debris, and treasure on the seagull island; the seagulls flee, but keep close by on smaller islands
- **Eleint 18:** Betsy Bloatbelly's experimentation with the *dread orb of Orcus* culminates with her transformation into an allip, which begins to haunt the lighthouse
- **Eleint 20:** the dread wight Roberts arrives at Viledel Lighthous, destroys the hag coven, and recovers the *dread orb of Orcus*
- **Eleint 21:** Marcella falls victim to the allip
- **Eleint 24:** Marcella dies and her body is put into a coffin; the body is reanimated as a ghast; Alea goes outside to check and meets the same fate
- **Eleint 26:** the dread wraith arrives and flings the *sunbeacon* off into the sea after claiming the top of Viledel Lighthouse, Thinkka retreats to the storehouse
- **Eleint 28:** the party arrives at Viledell Lighthouse

LIGHTHOUSE LOCATIONS

The lighthouse island is split into four principal areas, with the following common features: *Lighthouse Islands*, *The Storehouse*, *The Hag Grotto*, and *The Lighthouse*.

All areas can be explored in any order, but the characters are likely to make their way through the majority of them before completing this adventure.

The goal is to restore the *sunbeacon* to area *15. Beacon*, which necessitates both a visit to area *9. Hag Grotto* (likely through areas *1. Landing Site*, *2. Yard*, *7. Surf Cave*, and *8. Tunnel*) to retrieve the *sunbeacon*, and the entirety of the lighthouse (areas *10. Lighthouse Entrance*, *11. Staircase*, *12. Kitchen and Common Room*, *13. Living Quarters and Bunks*, *14. Ladder*, and *15. Beacon*) to install the beacon.

Characters not sporting magical weapons will find a visit to area *3. Bridge and Small Island* useful or even necessary, hints on which can be obtained from diary notes (see Appendix C) found in area *6. Attic* or from Ol' Sandy Seaslick in area *7. Surf Cave*.

If you wish to challenge your players, consult the No Rest for the Wicked sidebar (use with caution, don't be unfair!).

NO REST FOR THE WICKED...

The constant howling of the allip and other tortured souls on the island, combined with frequent attacks of drowned zombies and other undead, makes it impossible to take a long rest. If you want to challenge your players even more, don't let them have even a short rest. This is especially recommended for strong or very strong parties (see Appendix E).

Lighthouse Islands

The island exterior encompasses areas *1. Landing Site*, *2. Yard*, and *3. Bridge and Small Island*. These areas are exposed to the elements (see the Lighthouse Island: General Features sidebar) and are haunted by an allip, the manifestation of a the spirit of a dead hag who peered into the *dread orb of Orcus* that she found washed ashore (see the Lighthouse Island: General Features sidebar).

As the party's skiff approaches the island, read or paraphrase the following:

> You row through the thickening fog for almost an hour, until you glimpse the dark shape of a lighthouse in the distance. As you approach, two islands emerge - little more than barren rocks jutting about 20 to 25 feet from the sea in sheer cliffs. The islands seem to have once been connected by a stone bridge, now collapsed. The Viledel Lighthouse sits atop the larger island.

As the party approaches, allow each character to make a Wisdom (Perception) check with disadvantage, due to the heavy sea, the spray, and the fog. Do not allow them to substitute passive Perception in these adverse conditions. This check can reveal the following:

Sensory Perceptions: Lighthouse Islands

These are the prevailing sensations in the area:
Smells. Seaweed, rotting fish, damp wood.
Sounds. The rumbling of the surf, otherwise an eerie quiet.
Sensations. Salt drying on skin, a stiff and cold wind.

Allip

- DC 8: there seems to be only one convenient landing site, at the south end of the lighthouse island
- DC 12: the small island is covered in seagull feces, but there are no birds in sight
- DC 15: there is a strange and forlorn moaning in the air
- DC 18: the waves are breaking in a peculiar fashion at the base of the north side of the lighthouse island; a subsequent DC 16 Wisdom (Survival) or Intelligence (Nature) check identifies this phenomenon as pointing to a possible surf cave just below the water line

Lighthouse Islands: General Features

The following features are prevalent throughout the exterior areas of the lighthouse islands.

Slick and Slippery. These island exterior is exposed to weather and sea, and permanently slick with spray and wet lichen - any creature attempting to dash here must succeed on a DC 11 Dexterity saving throw or fall prone, immediately ending its movement for the turn.

Fog and Spray. The fog, spray, and relative darkness cast by the approaching storm means that the entire island is lightly obscured, and creatures have disadvantage on Wisdom (Perception) checks that rely on sight here.

Sheer Cliffs. The only site accessible to beaching a boat is *1. Landing Site*. Landing a boat at any other location requires two ropes and a successful DC 16 group Strength (Athletics) check. Climbing a cliff requires a successful DC 18 Strength (Athletics) check, unless using a rope and pitons.

Dangerous Waters. Swimming in the heavy seas requires a successful DC 13 Strength (Athletics) check at the start of every turn. The sea floor is infested with drowned zombies from the crashed *Barnacle Blight*, although there is very little left of the ship (see map in Appendix D). They cannot swim, but any character spending more than a minute in the water will be attacked from a pyramid of zombies who try to drag them underwater (contested Strength (Athletics) checks).

The Haunting. An allip haunts the exterior of the lighthouse islands. Its moans can occasionally be heard by any character with a passive Perception of 15 or higher, but this gives no clue as to its direction or distance. The allip moves around the island on the path described in the DM version of the island map (see Appendix C). It tries to keep out of sight and uses its *whispers of madness* and *howling babble* abilities (see Appendix B) where it can without risking detection. Assume that the *howling babble* ability recharges after 1 minute. Only roll for initiative once a character spots the allip.

1. Landing Site

This is the only site on the lighthouse island where a boat can be beached safely. As the characters make landfall, read or paraphrase the following:

Playing the Pillars (Lighthouse Islands)

COMBAT
If engaged in combat, the allip will try to avoid the party and come back to haunt them later rather than face them straight on. It will phase through a wall, using its *incorporeal movement* feature (Appendix B), or simply float out to sea, where it vanishes from sight after 60 ft.

EXPLORATION
If the characters thoroughly explore the islands, let them show you where on the island map (Appendix D), and let them repeat any Wisdom (Perception) checks described in this section as Intelligence (Investigation) checks, as appropriate to the area they are exploring. These do not have disadvantage.

SOCIAL
The allip is not interested in combat - it wants to spread misery and share its madness. If approached in conversation, it will drop creepy and cryptic hints about the *dread orb of Orcus*, such as: "I know something...", "you will die two deaths here...", "oh, the orb - the orb!", "it waits below..."

> A narrow strip of sand allows small rowboats like yours to land rather easily. Stone steps hewn from the bedrock and slick with spray and lichen lead up along the side of the island to a landing, ten feet up. The steps are open to the sea to your left, but the platform seems to have a ramshackle railing. Halfway to the platform the stairs are interrupted by a level landing, where four very small rowboats are tethered against the island cliff. A worm-eaten wooden ladder, again without railing, continues to the platform, another ten feet up. The ropes of a small freight crane dangle to the landing from the platform.

There is nothing of note or value at the landing site. Two of the rowboats hold no more than one person, two will hold two people.

The two sailors that Captain Ailmon sent with the party absolutely refuse to venture further onto the island - their orders were to bring them here, and they have done so. Their pretext is that someone should guard the boat. There is nothing here that they want and it will be difficult to compel them to do otherwise. A DC 21 Charisma (Persuasion) check, a DC 18 Charisma (Intimidation) check, or a bribe of 25 gp per person will change their mind, however.

If the two sailors remain at the landing site, they will be killed by one of the horrors that roam the island while the characters are away, and get turned into **two drowned ghouls** and **two specters** by the vile magic of the *dread orb of Orcus* that is at work on the island. Spring them on the party at an opportune moment. If the party encounter either, they will recognize their distorted features immediately.

2. Yard

> The wind howls across a featureless yard of smoothed bedrock, slick with spray and lichen, connects a dilapidated building with a sagging roof that looks like a storehouse, the lighthouse, and what remains of the bridge.
> A narrow wooden balcony hugs the cliff-side of the storehouse, connected to the wooden platform on which you stand, and hanging out over the surf.
> Scaffolds lean against the lighthouse on its north-east, and only a few remaining pieces of walls indicate a collapsed building next to the lighthouse on that side. All buildings are built from reddish-brown brick.

The collapsed building to the north-east was an outhouse, which got destroyed by Captain Roberts' ship crashing into the lighthouse island and bridge from the north. An Intelligence (Investigation) check can reveal the following:

- DC 10: this was an outhouse, as evidenced by the remains of the toilet bowls at the backside, leading straight into the ocean
- DC 13: the damage is recent, and seems to have been caused by extreme blunt force
- DC 18: some of the wood splinters among the debris are clearly not from the building's structure, but look more like planks and beams of a sailing ship

The yard itself contains nothing else of interest. However, this would be the perfect opportunity to acquaint the party with the allip... Follow the advice given in the **Lighthouse Island: General Features** and **Roleplaying the Allip** sidebars.

3. Bridge and Seagull Island

The seagull island can be reached both via the broken bridge (see the **Bridging the Gap** sidebar) and from sea, by scaling the cliffs (see the **Lighthouse Island: General Features** sidebar).

To a party approaching the bridge or seagull island from area 2. Yard, read or paraphrase the following:

> A narrow stone bridge, barely five feet wide, once connected the lighthouse island to the small island in the sout-east. The gap between the islands is about fourty feet wide, and the remains of the bridge still span about half that distance, with the ocean foaming below.

The characters cannot make out much on the far side, due to the heavy fog that lies across the islands. Once the characters gain access to the seagull island, read or paraphrase the following to them:

> The island is about thirty to forty feet in diameter, and slightly bowl-shaped. It is thickly coated in guano. Several pools of seawater have gathered in smaller indentations. It is completely barren - save for a chaos of splintered wood and bodies scattered all over it...

The bodies are **eight drowned zombies** (see Appendix B). They stay inert until at least half of the party's number who entered the seagull island are within reach to charge them, ideally until they have started to investigate the bodies. They fight mindlessly until completely destroyed.

After the undead are defeated, **four swarms of seagulls** (see Appendix B) that left the island in confusion after the ship's crash to avoid the zombies return within 1d6 + 4 rounds, and descend onto any living creature that entered their territory. A fight can be avoided with a successful DC 14 Wisdom (Animal Handling) check involving at least one pound of food (one day's ration is one pound). The seagulls will be distracted for one minute per pound of food offered before resuming their attack on the intruders. A second DC 12 Wisdom (Animal Handling) check is required to distract the seagulls again each time the feeding is interrupted. The seagulls flee after at least two swarms are defeated.
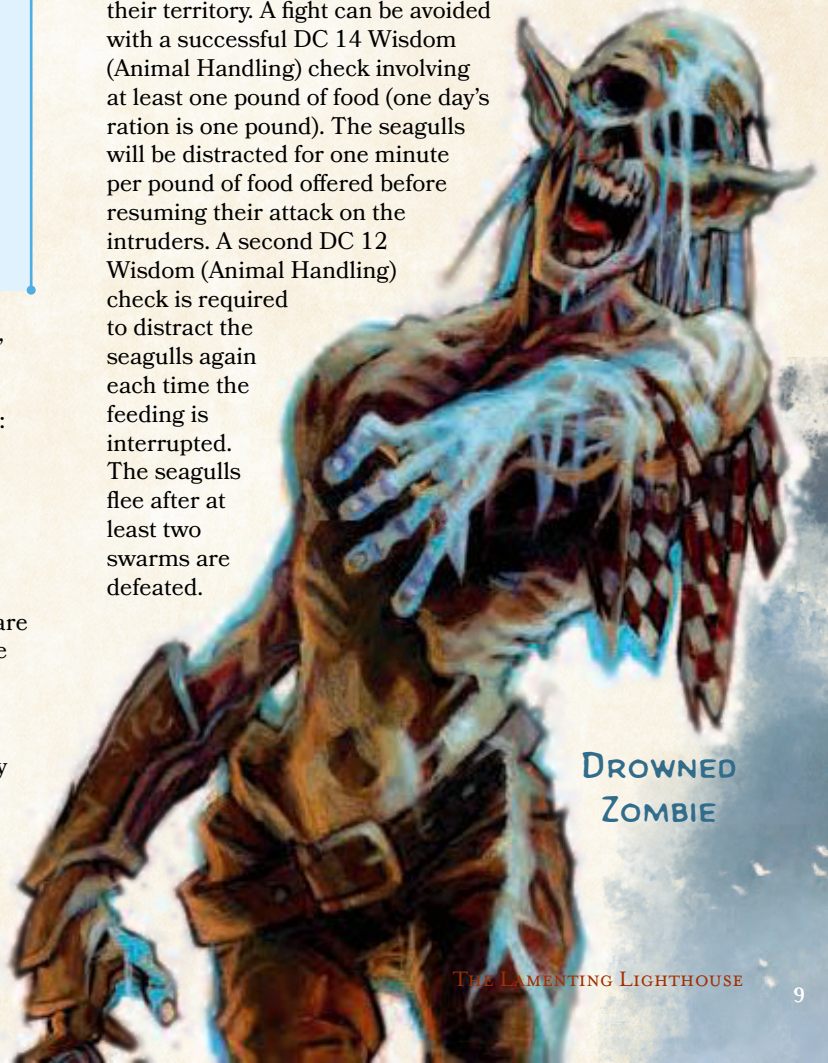
Drowned Zombie

Bridging the Gap

The party may come up with various ways for how to bridge the twenty-feet gap between the lighthouse island and the seagull island left by the collapsed bridge. Here is some guidance on some of the more likely approaches, and the challenges they provide:

Jump. It is possible that a character can cover the entire distance of the gap with a long jump (a number of feet equal to the character's Strength score, so this would require a 20 in Strength). The slippery stone makes the landing difficult, though: have any character attempting this jump make a DC 13 Dexterity saving throw, falling into the sea below on a fail.

Ladder or Plank. It is possible to construct a makeshift contraption to bridge the gap from the wood scattered on the yard near the destroyed outhouse. This requires a successful DC 13 Dexterity (Survival) check or the contraption collapses when tried out; characters with proficiency in carpenter's tools have advantage on this check.

Rope. Hooking a rope to an outcrop of stone at the far side requires a successful DC 15 Dexterity check. If the rope is secured on the side from which it was thrown, have the character tying the knot make an Intelligence (Sleight of Hand Check) - the result is the DC to untie the knot with an opposing Intelligence (Sleight of Hand) check.

Flying. A creature with a flying speed can simply fly over the gap. As they do so, however, they may be caught in a gust of wind - on a failed DC 15 Dexterity saving throw they slam against the far side of the cliff walls for 2d6 bludgeoning damage. They manage to get onto the far island, however.

After the dangers of the seagull island are eliminated, the characters can attempt an Intelligence (Investigation) check to reveal the following:

- DC 10: a chest is half-sunken into a puddles; it can be opened with a successful DC 14 Dexterity (Thieves' Tools) check or smashed with a successful DC 14 Strenght (Athletics) check; it contains two *+1 spears*, a set of *mariner's armor*, a *ring of water walking*, and a *spell scroll of speak with dead* (see Appendix C)
- DC 12: the dead are dressed like sailors; a DC 14 Wisdom (Medicine) check reveals that they have been dead for less than a week
- DC 14: the debris strewn across the island looks like wooden planks, sail canvas, and other remains of a recently wrecked ship

Adjusting the Encounter

Here are some recommendations for adjusting the encounter with the drowned zombies. These are not cumulative.
- *Very weak party.* Remove two drowned zombies.
- *Weak party.* No adjustment.
- *Strong party.* Add four drowned zombies.
- *Very strong party.* Add eight drowned zombies.

Adjusting the Encounter

Here are some recommendations for adjusting the encounter with the seagulls. These are not cumulative.
- *Very weak party.* Remove two swarms of seagulls.
- *Weak party.* No adjustment.
- *Strong party.* Add two swarms of seagulls.
- *Very strong party.* Add four swarms of seagulls.

The Storehouse

A building next to the lighthouse encompasses areas *4. Storehouse*, *5. Workshop*, and *6. Attic*. The storehouse and the adjacent areas are occupied by the undead bodily remains of the lighthouse keepers, **a drowned ghast** and **two drowned ghouls**. They also contain clues as to what happened here, in the form of **diary notes** (see Appendix C) and the haphazard chaos of these areas (see the **The Storehouse: General Features** sidebar).

4. Storehouse

The door to the storehouse is unlocked:

> All manner of supplies, tools, materials, and furniture are strewn throughout a double-story room - shelves have been knocked over, crates broken open, buckets of paint smashed. Only a faint blur of light breaks through windows grimy with dust. A door leads to another room to one side, and there is an open loft on the upper story above that room to the right.

5. Workshop

Workbenches and tool racks line this room - but it has seen better days, not a single item seems to have remained in its intended place: tools, nails, and pieces of wood are strewn all over the workbenches and the floor.

A door leads to the balcony behind the storehouse. The workshop contains a plethora of tools that adventurers might find useful (see the *Exploration* pillar of the Playing the Pillars box), but nothing else of note except for what is listed in the The Storehouse: General Features sidebar.

6. Attic

This loft is open to the larger storehouse area below. A hammock has been strung below a tarpaulin made from sail cloth, with stock-piled food and water supplies all around.

This is where Thinkka dug herself in and made her last stand, after Alea and Marcella fell victim to the dread creatures roaming the lighthouse. A successful DC 14 Intelligence (Investigation) check reveals that someone lived here for a few days. There is some of the only unspoiled food left on the island here, provisions that Thinkka stored. A character can forage 2d6 + 4 days worth of rations here after a successful DC 10 Wisdom (Survival) check. Otherwise, consult the The Storehouse: General Features sidebar.

The Hag Grotto

Hidden below the main lighthouse island is a grotto that a sea hag has made her home. It encompasses areas *7. Surf Cave*, *8. Tunnel*, and *9. Hag Grotto*. The sea hag that took residence here, Ol' Sandy Seaslack, has been displaced by the dread wight that Captain Roberts' undead bodily remains have become under the influence of the *dread orb of Orcus*, the aura of which still suffuses the area (see the The Hag Grotto: General Features sidebar). She is frightened and disturbed - which, her being a hag, should give the characters a clue (see the Roleplaying Ol' Sandy Seaslick sidebar). Furthermore, the *sunbeacon* (see Appendix C) that was used as the lighthouse's signal fire can be found here.

7. Surf Cave

The access to the surf cave is hidden below the water line during high tide or rough sea. Spotting it from sea requires a successful DC 18 Wisdom (Perception) check. The cave becomes rather obvious to anyone circling around the lighthouse island by scaling the walls or walking on the narrow strip of sand (see map in Appendix D). Entering the surf cave requires a brief swim (see the Lighthouse Islands: General Features sidebar for associated challenges), and is only possible one by one, due to the narrow passage.

Once a character gains access to the surf cave, read or paraphrase the following to them:

Ol' Sandy Seaslick

> Your head breaks from the foaming water into the stinking air of a dank, dark hole - a pair of saucer-wide green eyes gleaming at you from the darkness.

Ol' Sandy Seaslick (see the Roleplaying Ol' Sandy Seaslick sidebar for further information), a sea hag, currently squats in this antechamber to her former home in area *9. Hag Grotto*, having been displaced from there by the dread wight Roberts.

There are also four giant sea eels hiding in various crevasses in the water pool of the surf cave. A character with a passive Perception of 21 or higher notices them. If a character is specifically looking for possible dangers underwater, they spot them with a successful DC 21 Wisdom (Perception) check. These attack anyone in the water during the

Have the first character to emerge in the surf cave, and Ol' Sandy Seaslick, roll initiative. Also roll initiative for the giant sea eels, in secret. Other characters swimming through the entrance join one by one, with a round interval each, and roll initiative as they emerge, unless the situation is resolved already.

Ol' Sandy is neither inclined to nor prepared for a serious fight here, but the unexpected arrival of another strange intruder startles her into a combat response. Have every character make a DC 14 Wisdom (Insight) check at the start of their first turn to realize the startled and dismayed expression on her ugly features to realize these details about her state of mind. Ol' Sandy Seaslick can be startled out of her instinctive combat response with a successful DC 14 Charisma (Persuasion or Intimidation) check.

The characters can learn some useful information from Ol' Sandy, as laid out in the What Ol' Sandy Seaslick Knows sidebar.

Adjusting the Encounter

Here are some recommendations for adjusting the encounter with Ol' Sandy Seaslick and the giant sea eels in the surf cave. These are not cumulative.
- *Very weak party.* Remove two giant sea eels.
- *Weak party.* No adjustment.
- *Strong party.* No adjustment.
- *Very strong party.* Add two giant sea eels.

What Ol' Sandy Seaslick Knows

Ol' Sandy Seaslick can share the following information, if convinced to do so:

- The tunnel ahead (area *8. Tunnel*) is covered in yellow mold (see **Yellow Mold** sidebar).
- There is an undead creature up ahead, in area *9. Hag Grotto*. It arrived on the island a few days ago. There are other undead, but none nearly as bad as this one (Ol' Sandy does not know about the dread wraith in area *15. Beacon*). Ol' Sandy doesn't know the dread wraith's precise nature.
- The undead creature in area *9. Hag Grotto* carries an item that destroyed the mind of one of Ol' Sandy's sisters (this is the *dread orb of Orcus*). Her coven disintegrated when her second sister fled. They found this item a few days ago, but the creature now occupying their grotto stole it.
- The creature also has a strange glowing orb that hurts your eyes (this is the Beacon of Light).

8. Tunnel

A narrow, winding tunnel leads out of the surf cave, covered in patchy, yellow lychen.

The short tunnel connects areas *7. Surf Cave* and *9. Hag Grotto*. It is covered, walls and ceiling, with yellow mold (see the Yellow Mold sidebar). Allow suspicious characters a DC 15 Intelligence (Nature) check to identify the yellow mold. Have every character make a DC 12 Dexterity saving throw as they pass through the tunnel, if any yellow mold remains, triggering a patch on a failure.

Yellow Mold

If touched, yellow mold ejects a cloud of spores that fills a 10-foot cube originating from the place where it was touched. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Sunlight or any amount of fire damage instantly destroys one patch of yellow mold (5-foot square).
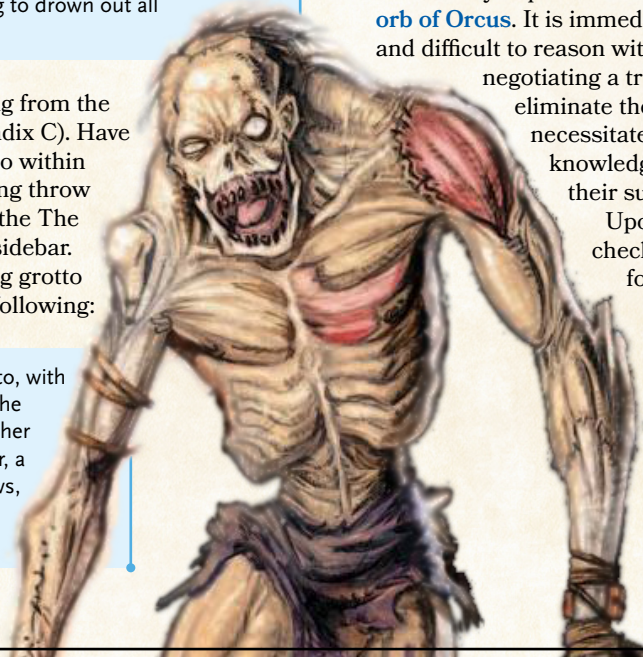
9. Hag Grotto

As you approach the grotto ahead, a sense of utter dread and fear washes over you, threatening to drown out all other thoughts and feelings...

This is the dread aura emanating from the dread wight Roberts (see Appendix C). Have any character who approaches to within ten feet of this area make a saving throw against this aura, as detailed in the The Hag Grotto: General Features sidebar.

As the characters enter the hag grotto proper, read or paraphrase the following:

You enter a dark and dismal grotto, with slimy stalagmites hanging from the ceiling. Piles of fish-bones and other refuse litter the area. As you enter, a dark figure rises from the shadows, turns, and fixes its deathly cold gaze upon you...

The Hag Grotto: General Features

The following features are prevalent throughout the hag grotto.

Darkness. The entire area is shrouded in darkness. This imposes the blinded condition on any creature without darkvision or a light-source.

Stink. An unimaginable stink of rotten fish, fermenting seaweed, and gods knows what else is permeating the entire grotto. Every character in the area must succeed on a DC 13 Constitution saving throw at the end of every ten minutes spent in the area or gain one level of exhaustion. Adjudicate the timing on the saving throws based on the time the players spend at the table (e.g. by using a stop-clock), but adjust where you feel it warranted.

Dread. An aura of dread and desperation suffuses the cave system. This is the dread aura feature of the dread wight (see Appendix B). Apply the effects of the dread aura as soon as the characters come into range (ten feet out from the entrance to area 9. Hag Grotto - the aura does not require line of sight!

Adjusting the Encounter

Here are some recommendations for adjusting the encounter with the dread wight Roberts in the hag grotto. These are not cumulative.

- *Very weak party.* Reduce the dread wight's hit points to 100.
- *Weak party.* No adjustment.
- *Strong party.* No adjustment.
- *Very strong party.* Add four drowned zombies.

Have all characters roll initiative. The dread wight Roberts is currently in possession of and attuned to the dread orb of Orcus. It is immediately hostile to any intruders, and difficult to reason with. The only possible avenue of negotiating a truce would be by offering it to eliminate the dread wraith Roberts - but this necessitates a lull in the fight, the character's knowledge of the dread wight Roberts, and their suggesting to kill it.

Upon an Investigation (Intelligence) check, the characters can uncover the following in the hag grotto:

- DC 5: the *beacon of light* and the *dread orb of Orcus* (see Appendix D)
- DC 10: a number of increasingly confused notes written by Captain Roberts during his hunt of, and later possession by, the dread *orb of Orcus* (see Appendix D)

Playing the Pillars (The Hag Grotto)

Combat
The dread wight Roberts will attempt to use the *dread orb of Orcus* on any creature in its reach, when the opportunity presents itself.

Exploration
Allow any character seeing or investigating the *dread orb of Orcus* for the first time a DC 20 Intelligence (History or Arcana) check to discern its nature. Do not give the characters the full information on the artifact unless someone attunes to it.

Social
Ol' Sandy Seaslick knows that she does not stand any real chance against the characters, but she cannot but attempt to wring everything she can from any bargain they make. She might demand the *dread orb of Orcus* or control of the lighthouse islands for herself.

The Lighthouse

The lighthouse itself encompasses, ascending from the bottom to the top, areas *10. Lighthouse Entrance*, *11. Staircase*, *12. Kitchen and Common Room*, *13. Living Quarters and Bunks*, *14. Ladder*, and *15. Beacon*. The dread wraith that the soul of Captain Roberts has become under the influence of the dread orb of Orcus haunts the lighthouse, together with a poltergeist and two specters that came into existence when they were ripped from the dying bodies of the lighthouse keepers. More diary notes (see Appendix C) are scattered throughout this eerie place (see the The Lighthouse: General Features sidebar).

10. Lighthouse Entrance

> Stone steps lead six or seven feet up to the lighthouse entrance, but stop another six or seven feet short of a wooden door.

For some alternative ways to gain access to the lighthouse, consult the **Ascending the Lighthouse** sidebar. If it seems necessary to alert your players to alternative options, repeat the outside description of the lighthouse from area *2. Yard* here.

Ascending the Lighthouse

There are several alternative options the party may come up with to enter and ascend the lighthouse. Here is some guidance on some of the more likely approaches, and the challenges they provide:

The Door is right there... The door is unlocked but barricaded from the inside. It can be opened with a successful DC 20 Strength (Athletics) check. The door has an AC of 13, 20 hit points, is vulnerable to fire damage, and is immune to poison and psychic damage.

Scaling. The two scaffolds on the lighthouse can be ascended easily, up to the windows on the upper parts of area *11. Staircase*. However, the scaffolds collapse if more than two medium creatures are on any of the two scaffolds at the same time. A successful DC 15 Intelligence check (advantage if proficient in carpenter's tools) notices this. Have characters roll initiative as the scaffolds collapse. Characters with an initiative of 13 or higher get a round, in order, before the collapse. The rope ladder can be ascended from a window in area *12. Kitchen and Common Room* with a successful DC 12 Strength check, due to the heavy wind.

Flying. Characters with a flying speed can easily ascend the lighthouse.

The Haunting. If the allip is still alive, it will harass any character ascending the lighthouse on the outside (consult the **The Lighthouse Islands: General Features** sidebar).

Once the characters gain access to this area, read or paraphrase the following:

> A few boxes are piled neatly under the arch of a spiral staircase that leads upwards. A broom and shovel stand to one side, undisturbed. The floor, however, is covered in broken wood, torn sacks, patches of damp and rotting flour are plastered onto the walls - it is pandemonium.

A successful DC 13 Wisdom (Survival) check can determine, from the state of decomposition of the flour, that this must have happened a maximum of two or three days ago...

11. Staircase

> It seems as if a whirlwind has raged on the railing-less stone staircase. Most of the debris has fallen to the entrance area, but you gingerly step over splintered wood as you ascend, and splotches of wet flour coat the walls.

A poltergeist haunts this area, the soul of one of the dead lighthouse keepers. It remains invisible under any circumstances. The poltergeist does not leave the staircase. Consult the *Combat* and *Exploration* pillars in the **Playing the Pillars** box for this area for more guidance on how to handle this encounter.

Sensory Perceptions: Lighthouse

These are the prevailing sensations in the area:
Smells. Spilled paint and liquor, spoiled food.
Sounds. Wind howling through cracks, creaking floorboards.
Sensations. Chill air, the clinging moistness of the sea.

---

12. Kitchen and Common Room

The hatch leading to this area from area *11. Staircase* is unlocked, but blocked by heavy furniture lying across it on the other side. Opening the ledge requires a successful DC 18 Strength (Athletics) check or a group effort of at least three characters (no check required, in this case).

When the characters enter this area, read or paraphrase the following:

Adjusting the Encounter

Here are some recommendations for adjusting the encounter with the the specters and poltergeists in the lighthouse. These are not cumulative.
• *Very weak party.* Exchange the poltergeist for a specter.
• *Weak party.* No adjustment.
• *Strong party.* Exchange one specter for a poltergeist.
• *Very strong party.* Exchange both specters for poltergeists.

This area houses a kitchen with an eating table and a common area with rockers and upholstered armchairs. There is less general chaos here than in the staircase, but a cupboard has been knocked over, broken dishes scattered all over the floor. The table is set for dinner, but the food has obviously gone off.

Two specters haunt the area, the souls of two of the dead lighthouse keepers. These may join a fight in area *11. Staircase* at your discretion - especially if they can dart in and out from behind the wall separating the staircase from this area to pick off adventurers. If they attack like this, grant them a surprise round.

13. Living Quarters and Bunks

This room is separated into four quarters by curtains - three sections contain bunk-beds and personal drawers, the fourth one contains a writing desk. The spiral staircase from the kitchen continues to another room above.

This is, perhaps, the only area on all the two islands that shows no signs of disruption - the beds are made, nothing is out of place. This, and the sight of the beds, might invite a rest - consult the **No Rest for the Wicked...** sidebar.

This area otherwise contains nothing of note except what is listed in the **The Lighthouse: General Features** sidebar.

Dread Wraith Roberts
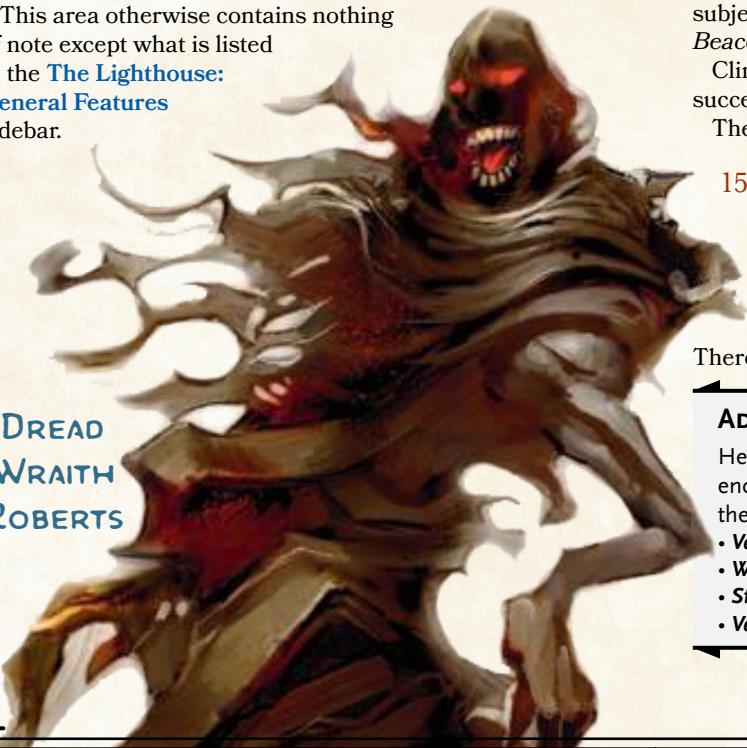
The Ligthen: General Features

The following features are prevalent throughout the storehouse.

Diary Notes. Diary notes from the lighthouse logbook are scattered throughout the area. Whenever anyone succeeds on a DC 14 Intelligence (Investigation) check in an area with diary notes (a maximum of once per area), have them roll a d8 and hand them the appropriately numbered note from Appendix C (hand them the next higher or lower number if you already handed out the note corresponding to the roll).

Dread. An aura of dread and desperation suffuses the upper reaches of the lighthouse. This is the dread aura feature of the dread wraith (see Appendix B). Apply the effects of the dread aura as soon as the characters come into range (when they enter area *14. Ladder* - the aura does not require line of sight!

14. Ladder

You have almost reached the goal of your climb - a narrow metal ladder leads twenty feet upwards to the beacon, bolted to the stone floor below and the ceiling above. The hatch to the beacon is closed.

A character ascending to within 10 feet of the hatch is subject to the dread aura of the dread wraith in area *15. Beacon*.

Climbing past a friendly character on the ladder requires a successful DC 10 Dexterity (Acrobatics) check.

The hatch is unlocked and requires no check to open.

15. Beacon

The walls are mostly glass, a mechanism designed to rotate a ten-inch ball rests empty in the middle...

There is only the dread wraith Roberts here...

Adjusting the Encounter

Here are some recommendations for adjusting the encounter with the the dread wraith Roberts at the top of the lighthouse. These are not cumulative.

- *Very weak party.* Reduce the dread wraith's hit points to 100.
- *Weak party.* No adjustment.
- *Strong party.* No adjustment.
- *Very strong party.* Add two specters.

Playing the Pillars (The Lighthouse)

Combat
Invisible creatures do not provoke opportunity attacks, but to make the location of the poltergeist even more uncertain, only attack using its 30-feet range telekinetic thrust attack, where possible.

Exploration
The poltergeist in the staircase is invisible. Have your players declare where they would like to attack and roll with disadvantage. If they attack in the wrong position (track on a separate printout of the map), the attack automatically misses. A character can spend their action to attempt to perceive the poltergeist with a Wisdom (Perception) check contested by a Dexterity (Stealth) check by the poltergeist.

Social
The dread wraith mutters dark implications regarding the dread wight in the hag grotto ("you are nothing - the other below is all") and reveals the *sunbeacon*'s location ("you will find no light here - that has gone below"). Neither the dread wraith nor the other spirits are willing to engage in conversation. Should the characters reveal that they killed the dread wight, the dread wraith will fly into an even higher rage!

Epilogue: Another Seamen's Yarn?

After restoring the *sunbeacon* atop Viledel Lighthouse, the party will be picked up within one hour by a very grateful Captain Ailmon. As the *Valkur's Venture* passes the lighthouse, she sends out a boat for the characters. The first priority now must be to hurry to safety before the oncoming storm. But, of course, Captain Ailmon and everyone else aboard eagerly awaits the tail of what happened on Viledel Lighthouse...

Convincing the Captain

The characters are immediately questioned by Captain Ailmon upon save arrival in Westhaven, with the rest of the crew eagerly standing by and straining their ears. Their story, however, is so unbelievable, even to a crowd of sailors, that they will not immediately meet with credulity.

Have the characters attempt a DC 14 group Charisma (Persuasion) check. On a success, the crew, by and large, believe their story. If the characters have physical evidence, such as the *dread orb of Orcus* or pieces of the undead from Viledel Lighthouse, the ship's priest will confirm that their story, unbelievable as it may seem, must be true.

Captain Ailmon recalls some tales about the *dread orb of Orcus* from her youth, and she takes the characters into her confidence... See the **Story Rewards and Adventure Hooks** sidebar for further guidance on story awards.

Story Rewards and Adventure Hooks

At your discretion, and particularly if it fits into the wider story arc of a campaign you are running, you might want to reward your players in some special way for the harrowing experience of encountering the *dread orb of Orcus*. You can chose to award them with the following story rewards (see Appendix C), under the following conditions:

- **Heroes of Viledel and Valkur.** Award this to any player character that survived the adventure. This is the default reward that everyone can expect as their just due from Captain Ailmon's gratitude and the spread of their story, embellished by the sailors of the *Valkur's Venture*. This reputation might be a great hook for calling on these adventurers later on, for example by people in need from the adventure collection *Ghosts of Saltmarsh*.

You can also, if you and your players are interested, use this adventure to hook the characters into continuing their story by dealing with the *dread orb of Orcus*, particularly if one of them made the fatal decision of attuning to it:

- **Survivors of the Dread Orb of Orcus.** The story the characters have to tell is even more incredible than the feat of restoring Viledel Lighthouse and saving the *Valkur's Venture*. Unfortunately, people first need to believe them! Reward this to any party that succeeds on convincing Captain Nimue Ailmon that their story is true.
- **Curse of the Dread Orb of Orcus.** The *dread orb of Orcus* is an artifact that, while not exactly sentient in the classical sense, definitely harbors significant malicious intent. Anyone who has attuned to it at any point suffers its curse. Anyone who has wilfully attempted to destroy the *dread orb of Orcus* or bury it again also suffers this curse.

These hints tie into an upcoming adventure, ***Zhengyi and Zher Zhents***, a three-part story for characters of level 5-10.

Captain
Nimue
Ailmon

Appendix A: Dramatis Personae

Captain Nimue Ailmon

Captain Nimue Ailmon is a sea elf pushing a hundred years now, and has been at sea for most of her life. She has acquired the *Valkur's Venture* almost three decades ago - under somewhat irregular circumstances -, and sails her across the Sea of Swords on any reasonably legal endeavor. The excellent reputation of her and her ship often allows her to pick her jobs - which often means the highest bid, but sometimes also a job that just strikes her fancy. Nimue enjoys this freedom, and would not give it up for the world.

Captain Ailmon has physical features that would traditionally be associated with the male gender, but has chosen a female first name and prefers the pronouns she/her. Although she usually doesn't mind he/him that much, all her crew uses her preferred pronouns.

Personality: I work hard so that I can play hard when the work is done. I'm a people person - they just trust me!
Ideal: "People are more interesting than cargo any day of a long sea voyage!"
Bond: "The *Venture* is the fastest passenger carrier on the Sea of Swords - and all mine!"
Flaw: "I will go down with the *Venture*!"

First Keeper Alea

Alea was a female high elf from the Moonshae Isles nearing the completion of her second century - she has seen a lot in her time as a lighthouse keeper, and while it might go to far to say that she enjoyed the job, she had settled into a comfortable routine, at least. She ran a tight team and could come across as slightly over-bearing and aggressive at times. She despised any form of the superstition common among people who work on the sea and came down particularly hard on anyone who believed any of those stupid seamen's yarns.

Personality: I face problems head-on. A simple, direct solution is the best path to success. I can stare down a hell hound without flinching.
Ideal: "Ideals aren't worth killing over or going to war for."
Bond: "I don't really enjoy being around people - this job is just right for that!"
Flaw: "Sirens, sea witches, sahuagin princesses - pah! If I had a copper for any seamen's yarn I've heard over the years, I could buy myself my own island!"

Second Keeper Thinkka

Thinkka was a female dwarf of about sixty or seventy (being orphaned early, she is not entirely sure herself), originally from Clan Battlehammer far north in the Spine of the World - farther from a lighthouse in the Sea of Swords than she could imagine when she hired at Viledel Lighthouse! Wanderlust compelled her to go out and see what she would find - and as soon as she got her first whiff of sea air, she never wanted to turn back. And the sailors' stories! Unfortunately, she really cant keep anything in her on a ship - so its luck that there are lighthouses! She has hired her way along the Sword Coast for almost twenty years now.

Personality: I begin or end my day with small traditional rituals that are unfamiliar to those around me. I honor my deities through practices that are foreign to this land.
Ideal: "I'm far from home, and everything is strange and wonderful!"
Bond: "The gods of my people are a comfort to me so far from home."
Flaw: "I believe almost anything if the tale is well-told - especially when it comes from a sailor!"

Third Keeper Marcella

Marcella was a female human from the Moonshae Isles in her early twenties who could not quite find her place in life - she had worked as a sailor, tilled fields, hunted vermin in the sewers of Baldur's Gate, even trained to become a druid in her teens. She never really found her calling, but she was happy enough to keep trying - and lighthouse keeper sounded as good as anything!

Personality: I ask a lot of questions. I bluntly say what other people are hinting at or hiding.
Ideal: "We have to take care of each other, because no one else is going to do it."
Bond: "My freedom is my most precious possession. I'll never let anyone take it from me."
Flaw: "I will never fully trust anyone other than myself."

Cusp

Cusp is a female human from Neverwinter, who has been on the Valkurs Venture for as an able seawoman for about half a dozen journeys now. She hires with Blunt for a few years now, she thinks he is more steady than her and a loyal friend who got her out of trouble more than once. There is no attraction between them - they both prefer their own gender, romantically. Cusp is a specialist for smallcraft.

Personality: My friends know they can rely on me, no matter what. To me, a tavern brawl is a nice way to get to know a new city.
Ideal: "I'm committed to my crew-mates, not to ideals."
Bond: "I'm loyal to my good mate Blunt first, everything else second."
Flaw: "Once I start drinking, it's hard for me to stop."

Blunt

Cusp is a male human from Neverwinter, who has been on the Valkurs Venture for as a seaman for about half a dozen journeys now. He hires with Cusp since a few years now, he thinks she has a nose for decent captains and good travel opportunities. There is no attraction between them - they both prefer their own gender, romantically. Blunt is a man for the coarse work aboard ship.

Personality: I enjoy sailing into new ports and making new friends over a flagon of ale. My language is as foul as an otyugh nest.
Ideal: "I'm committed to my crew-mates, not to ideals."
Bond: "I'm loyal to my good mate Cusp first, everything else second."
Flaw: "I'll say anything to avoid having to do extra work."

Dread Pirate Roberts

Captain Roberts has been a marine in the corps of Waterdeep when he was young. He was never happy in that role, lusting for high rank but being denied advancement by officers jealous of his ability - insubordination for questioning their orders, indeed, when he could give so much better orders!

One day, the warship his company was assigned to got into a typhoon and he was marooned on an island off Amn. He found the one surviving officer who outranked him and dispatched him before anyone could notice. He then organized the survivors, and decided that his fate would be with the navy no longer. The survivors built a raft, were rescued, and then took over the ship that rescued them.

This was the beginning of the Dread Pirate Roberts. And when he heard the legend of the Dread Orb of Orcus, it was just too fitting - he, the Dread Pirate, holding the Dread Orb... He would become the most feared and most powerful pirate on the Sea of Swords - nay, in the world! And he would never pass into legend, for the ancient lore he uncovered about the Dread Orb of Orcus speaks of eternal life for those who can grasp it...

Personality: I speak rarely but mean every word I say. Nobody has ever crossed me and lived.
Ideal: "The strong strive so that they might rule those who are weak."
Bond: "The Dread Orb of Orcus is more than just a valuable treasure - it is my way to real power!"
Flaw: "My pride will probably lead to my destruction."

Allip

This allip is the lost soul of Betsy Bloatbelly, the former senior member of the Viledel Lighthouse hag coven. She discovered the Dread Orb of Orcus as it washed ashore on their little island, and decided that this would be hers to study - and hers alone! She delved deep into its secrets, recognizing its power - but overestimating her own... She avoided the usual fate of being rent apart mind from body and being turned into a dread wraith and a dread wight, as happened to Captain Roberts.

But the alternative was not much better - she could not cope with the knowledge that flooded into her when she pried into the arcana of the Dread Orb of Orcus and her soul was chased from her body, to live out the rest of its dreadful existence as an allip.

Personality: I have nothing left but this knowledge. I do not understand it - and yet, I must share it!
Ideal: "All this knowledge - it tortures me, but I love it!"
Bond: "The knowledge I have is terrible, but without equal - why will no one understand!"
Flaw: "This knowledge consumes me - and yet, I crave more!"

Ol' Sandy Seaslick

Ol Sandy Seaslick was the junior member of the Viledel Lighthouse hag coven - and is presently the only survivor of the arrival of the Dread Orb of Orcus on their small island.

Ol Sandy dreams of past and future glory. She is torn apart by the loss of her coven - for the death or departure of her only company (although she would never admit to this), for the end to their shared knowledge and research, for being cast from her home and into the unfamiliar world.

There is a general rage at fate to her at the moment, and she wants only two things: first, to reclaim her home, and, second, to re-build her coven and continue her research. But this time, she will lead the direction of that research... So maybe this is also an opportunity in disguise for her.

Personality: I am cantankerous to the extreme, not even self-preservation prevents me from making a snide remark.
Ideal: "Arcane knowledge is all that matters - I must have more!"
Bond: "My coven is a bunch of prattling old seagulls - but we discover things together that I could never unveil alone..."
Flaw: "I will not leave this grotto, and if it kills me - I have lived here for so long that the world out there frightens me."

Appendix B: Creature Statistics

Allip

Medium undead, neutral evil

Armor Class 13
Hit Points 40 (9d8)
Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Proficiency Bonus +3
Damage Immunities cold, necrotic, poison
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Saving Throws Int +6, Wis +5
Skills Perception +5, Stealth +6
Languages the languages it knew in life
Challenge 5 (1800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6) Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Captain

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

Proficiency Bonus +2
Skills Athletics +3, Intimidation +4
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

Flourish. The captain adds its Charisma modifier to the damage roll for its longsword attacks (included in the attack).

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Multiattack. The captain makes two attacks: one with its hand crossbow and one with its rapier.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency Bonus +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Dread Wight

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	13 (+1)

Proficiency Bonus +4
Skills Perception +4, Stealth +5
Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses Darkvision 60 Ft., passive Perception 14
Languages the languages it knew in life
Challenge 11 (7,200 XP)

Dread Aura. A creature that starts its turn within 15 feet of the dread wight must succeed on a DC 15 Constitution saving throw or take 6 (2d6) psychic damage and become frightened until the start of its next turn. If the target's saving throw is successful, it is immune to the dread wight's dread aura for the next 24 hours. Undead are immune to this aura.

Turn Resistance. The dread wraith has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The dread wight makes three attacks with its greatsword. It can use its finger of dread and its life drain in place of one longsword attack each.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 3 slashing damage) plus 14 (4d6) necrotic damage.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 23 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Finger of Dread (Recharge 6). The dread wight points at one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 27 (6d8) necrotic damage and become frightened until the end of the dread wight's next turn. While frightened in this way, the creature is also paralyzed. If the target's saving throw is successful, it is immune to the dread wight's finger of doom for the next 24 hours.

Create Ghoul or Ghast. The dread wight targets a humanoid within 10 feet of it that has been dead for no longer than 24 hours and died violently. The target's body rises as a ghoul (on a roll of 1-4 on a d6) or as a ghast (on a roll of 5-6 on a d6). The ghoul or ghast is under the dread wight's control. The wraith can have no more than seven ghouls or ghasts under its control at one time.

Dread Wraith

Medium undead, neutral evil

Armor Class 13 (16 with *mage armor*)
Hit Points 150 (20d8 + 60)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	17 (+3)

Proficiency Bonus +4
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 11 (7,200 XP)

Dread Aura. A creature that starts its turn within 15 feet of the dread wight must succeed on a DC 15 Constitution saving throw or take 6 (2d6) psychic damage and become frightened until the start of its next turn. If the target's saving throw is successful, it is immune to the dread wraith's dread aura for the next 24 hours. Undead are immune to this aura.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The dread wraith's innate spellcasting ability is Charisma (spell save DC 15). It cann innately cast the following spells, requiring no material components:

At will: *detect magic, mage armor, silent image*

Spellcasting. The dread wraith is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest (5th-level spell slots) or when it finishes a long rest (6th-level spell slot). It knows the following warlock spells:

Cantrips (at will): *chill touch, mage hand, minor illusion, poison spray*
1st-5th level (3 5th-level slots): *arms of Hadar, cause fear, blight, counterspell, crown of madness, darkness, fear, greater invisibility, dimension door, synaptic static, negative energy flood*
6th level (1 slot): *eyebite*

Turn Resistance. The dread wraith has advantage on saving throws against any effect that turns undead.

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 23 (4d8 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

(cotinued on next page)

Create Specter or Poltergeist. The dread wraith targets a humanoid within 10 feet of it that has been dead for no longer than 24 hours and died violently. The target's spirit rises as a specter (on a roll of 1-4 on a d6) or as a poltergeist (on a roll of 5-6 on a d6) in the space of its corpse or in the nearest unoccupied space. The specter or poltergeist is under the dread wraith's control. The dread wraith can have no more than seven specters or poltergeists under its control at one time.

Drowned Ghast
Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Proficiency Bonus +2
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Bottom Treader. The drowned ghast cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks when underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

Stench. Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turn Defiance. The ghast and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

Undead Nature. A drowned ghast doesn't require air, food, drink or sleep.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drowned Ghoul
Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Proficiency Bonus +2
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

Bottom Treader. The drowned ghoul cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks when underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

Undead Nature. A drowned ghoul doesn't require air, food, drink or sleep.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drowned Zombie
Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Proficiency Bonus +2
Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/4 (50 XP)

Bottom Treader. The drowned zombie cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks when underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Undead Nature. A drowned zombie doesn't require air, food, drink or sleep.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Giant Sea Eel
Large beast, unalignment

Armor Class 14 (natural armor)
Hit Points 19 (3d10 +3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	7 (-2)	10 (+0)	7 (-2)

Proficiency Bonus +2
Skills Perception +2, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Water Breathing. The eel can breathe only underwater.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Noble
Medium humanoid (any race), any alignment

Armor Class 15
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Proficiency Bonus +2
Skills Persuasion +5, Deception +5, Insight +4
Senses passive Perception 12
Languages any two languages
Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 1) piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Hunter Shark
Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Proficiency Bonus +2
Skills Perception +2
Senses blindsight 30 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Rating

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

Proficiency Bonus +2
Skills Athletics +4, Intimidation +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Multiattack. The captain makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. If the target is a creature, the rating can choose to deal no damage with the attack to disarm the target. The target must succeed on a DC 14 Strength saving throw or drop one item it is holding on the ground.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Proficiency Bonus +2
Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Sailor

Medium humanoid (any race), any alignment

Armor Class 12 (studded leather)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	9 (-1)	10 (+0)	11 (+0)

Proficiency Bonus +2
Skills Athletics +5, Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Cargo Hauler. The sailor has advantage on Strength checks.

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Sea Hag
Medium fey, chaotic evil

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Proficiency Bonus +2
Senses Darkvision 60 ft., passive Perception 11
Languages Aquan, Common, Giant
Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Specter
Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Proficiency Bonus +2
Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Swarm of Seagulls
Medium swarm of tiny beasts, Unaligned

Armor Class 13
Hit Points 42 (12d8 - 12)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Proficiency Bonus +2
Damage Resistance bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 11
Challenge 1 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny seagull. The swarm can't regain hit points or gain temporary hit points.

Actions

Storm of Beaks (swarm has more than half of its hit points).
Melee Weapon Attack: +4 to hit, reach 5 ft., up to two targets in the swarm's space. *Hit:* 12 (4d6) piercing damage.

Storm of Beaks (swarm has more than half of its hit points).
Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 6 (2d6) piercing damage.

Appendix C: Player Handouts

Magic Items

+1 Spear

You have a +1 bonus to attack and damage rolls made with this magic weapon.

+1 Spear

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Mariner's Armor

While wearing this breastplate, you have a swimming speed equal to your walking speed. In addition, whenever you start your turn underwater with 0 hit points, the armor causes you to rise 60 feet toward the surface. The armor is decorated with fish and shell motifs.

Ring of Water Walking

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Spell Scroll of Speak with Dead

You partially revive a corpse to ask it questions. It resumes death after the duration. The corpse must still have a mouth and can't be undead. A corpse can only be targeted by this spell once every 10 days.

You can ask up to five questions. It knows only what it knew in life, including languages. Answers are usually brief, cryptic, or repetitive, and it is under no compulsion to offer a truthful answer. This spell doesn't return the soul to the body, so it can't learn new information, doesn't understand anything that's happened since it died, and can't speculate about the future.

Sunbeacon

While holding this ball of translucent pearl, you can use your action to make the *sunbeacon* of light emit bright daylight in a radius of 120 feet or one 5-feet beam of bright daylight out to a range of 10,000 feet.

Dread Orb of Orcus

This heavy black sphere is cold to the touch, and fine green lines on it's surface glow a ghastly green when held.

After attuning to this item, you become cursed. Immediately make a DC 17 Constitution saving throw. On a failure, your hit point maximum is reduced by 8d8. On a success, your hit point maximum is reduced by halt that amount. Should this reduce your hit point maximum to zero, your soul is separated from your body and a dread wraith and a dread wight rise where you stood. Repeat this saving throw every day at dusk.

While attuned to this artifact, you can cast each of the following spells once (spell save DC 17, spell attack modifier +9), regaining the ability to cast them at dusk: *blight* (5th level), *eyebite* (6th level), *finger of doom* (7th level).

Diary Notes

1

Eleint 12, 1472 DR
1st Keeper Alex

Had to stop Marcella's grog for a week – that girl is a lot less steady than I'd had reason to hope for... She thinks she saw someone, old women or something, peek through the window when she used the outhouse tonight – came running in screaming like a banshee! If there's two things I ain't needing it's a feed for Thinikka's sea-farm spinning and an interruption to my sleep!

2

Eleint 16, 1472 DR
1st Keeper Alex

I'LL BE FUCKED! WHAT SEAGULL SHIT FOR BRAINS SEASLUG OF A CAPTAIN CRASHES HER SHIP INTO A FUCKING LIGHTHOUSE! FUCK! Thinikka's out there now with Marcella, rigging a scaffold to check and stabilize the lighthouse. Outhouse and bridge seem fucked though. No survivors, best we can tell. FUCK!

3

Eleint 21, 1492 DR
1st Keeper Alea

There is something out there. We hear
it at night... Found Marcella out of
her bunk by the kitchen table – pissed
herself, babbling like a baby, barely
conscious. Thinkka doesn't know
what to make of it, neither do I.
She's probably lucky she's alive – if
you can call that living. We did the
best to make her comfortable, but...
oh, all hells... I can hear it again—

4

Eleint 24, 1492 DR
2nd Keeper Thinkka

Alea is gone outside, never knew why
she would... Last I saw of her was her
screaming that poor Marcella's body
was a-goney... a-goney... So what
then, ey? I'm supposed to go out there
as well, eh? Nah, I know better than
that! And that down there is not
Alea anymore... nah, not anymore...

Eleint 26, 1492 DR
2nd Keeper Thirakka

Beacon's a-goney now – a-goney... No idea where it went, just saw it bobbing down past the window and then that old woman's face in the sea... I ain't got te heart te go up dere an check... dread, dread, dread... Poor lassie Marcella's still beckoning me up there... Nah – I'll make my stand here, in the storehouse. AND FUCK YA, TOO, UMBERLEE!

Eleint 18, 1492 DR
1st Keeper Alea

Got a glimpse onto seagull island today from the beacon, when the fog cleared a bit – ladies. Wonder why the seagulls left instead of picking them clean to the bone... Also cannon, planks, and chests – and I'll be damned if that's not a skull flag. Thirakka wins 5 silver – pirates... Still, poor fuckers deserve a burial – but with the bridge gone, best we can hope for is a breacher...

7

Eleint 17, 1492 DR
1st Keeper Alea

Marcella noticed the strangest thing today during her night watch – the seagulls, they all left their island... Marcella says they took off in a night old mess – it must have been bedlam over there, hearing her tell it! Well, I won't miss the fuckers. Still – strange!

8

Eleint 03, 1492 DR
1st Keeper Alea

Begin of new rotation on the lighthouse. Funny how all our names end on "a": Alea, Thisokka, Marcella. A solid crew – Marcella's first posting, but she seems a decent enough sort, and Thisokka is an old hand. Provisions for 3 months are stockpiled. May Umberlee fuck over someone else!

still eludes me, but I know it is out there! It must be! All the stories cannot just be made up... How splendid it will be - the Dread Pirate Roberts with the Dread Orb of Orcus - bah, it is

IT! I HAVE TRULY FINALLY FOUND IT! Now the world will know the Dread Pirate Roberts as what he was meant to be! YES! Now all that remains is for me to figure out how this blasted

a scholar, but even though I make progress. Even looking at it is pain, much less touching it - but I WILL understand it! I'm so close, I can feel its embrace, it wants me, it will have me, I will

Story Rewards

Heroes of Viledel and Valkur

Any character holding this reward will receive free passage on the *Valkur's Venture* on any passage she is undertaking. This does not mean that the Venture will divert only for the character, but her captain might be persuaded to make a small detour relatively easily.

Furthermore, prices for accommodation and passage on a ship are halved in any port of the Moonshae Isles for any character holding this reward. This might even extend to ports along the Swor Welcome to *The Lamenting Lighthouse*, a one-shot adventure for Dungeons & Dragons 5th Edition, providing four hours of play time for 5th-10th level characters!

A lonely lighthouse has reliably guided ships through the treacherous rocks and shoals of the northern Moonshae Isles for decades. But as the ship of our

Heroes of Viledel and Valkur

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Furthermore, prices for accommodation and passage on a ship are halved in any port of the Moonshae Isles for any character holding this reward. This might even extend to ports along the Sword Coast, at the DM's discretion.

A character holding this reward might be approached with other adventure work, specifically referencing their past deeds in restoring Viledel Lighthouse and rescuing the *Valkur's Venture* by the prospective employer.

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Adventure Hooks

Survivors of the Dread Orb of Orcus

Captain Nimue Ailmon has heard tales from a sea witch long ago, floating on a life raft. In the stories from this barely remembered encounter, which Nimue relays in all confidence to you, she speaks of an ancient evil in the far east, who's malicious magic lingers in an ancient artifact lost somewhere in the Sea of Swords - the *dread orb of Orcus*.

The place in the east that anyone cursed by the *dread orb of Orcus* is drawn to is likely the tomb of the creator of the *dread orb of Orcus* - Zhengyi the Witch-King, who's name and undead visage echoes through the nightmares of anyone on whom the curse of the *dread orb of Orcus* rests.
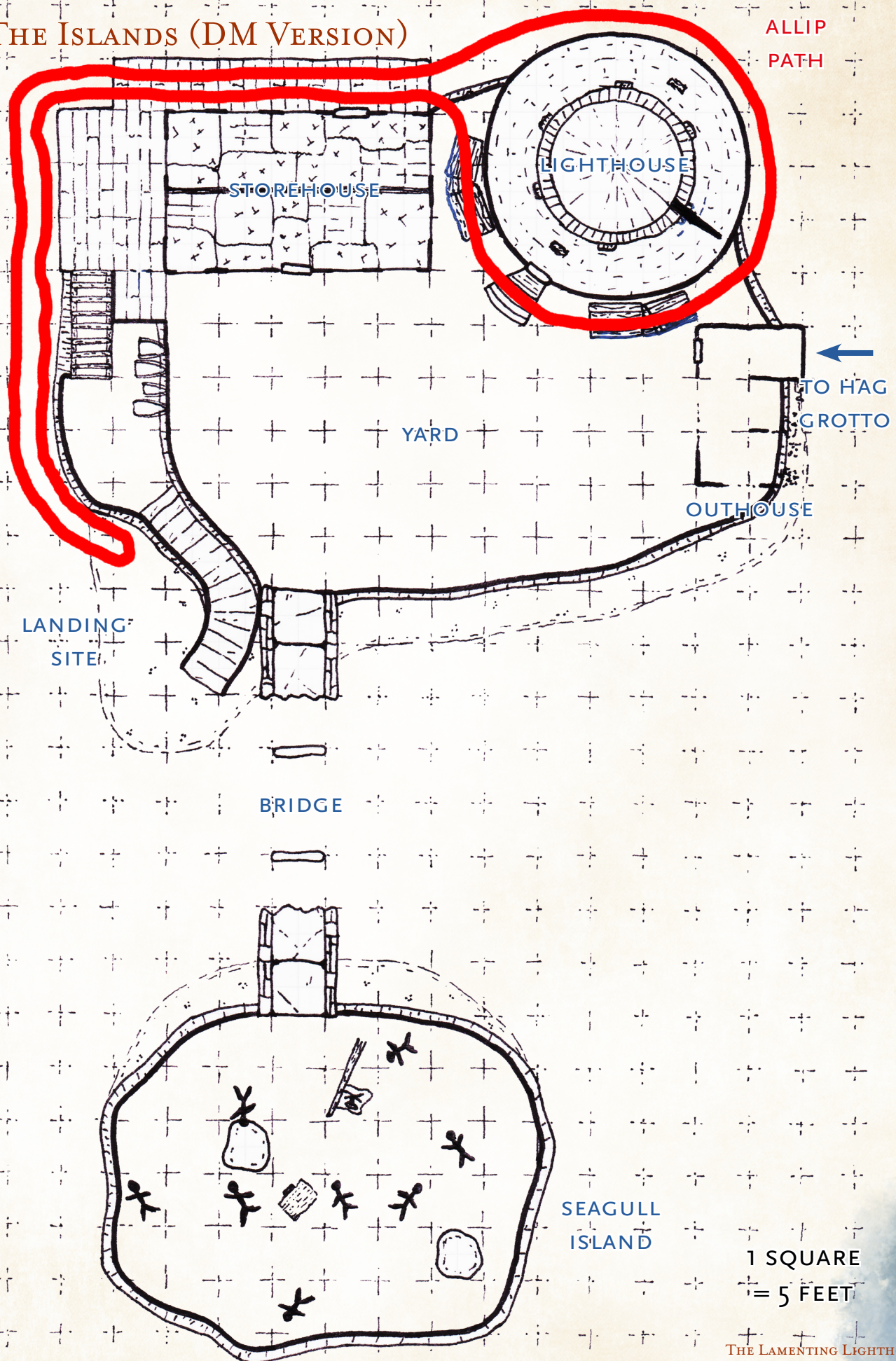
Curse of the Dread Orb of Orcus

Any creature who interacted with the *dread orb of Orcus* by either attuning to it or trying to destroy or bury it, is cursed. While cursed in this way, you occasionally hears a strange and rasping voice, speaking unintelligibly. You also feel a tug towards a certain point in the far east.
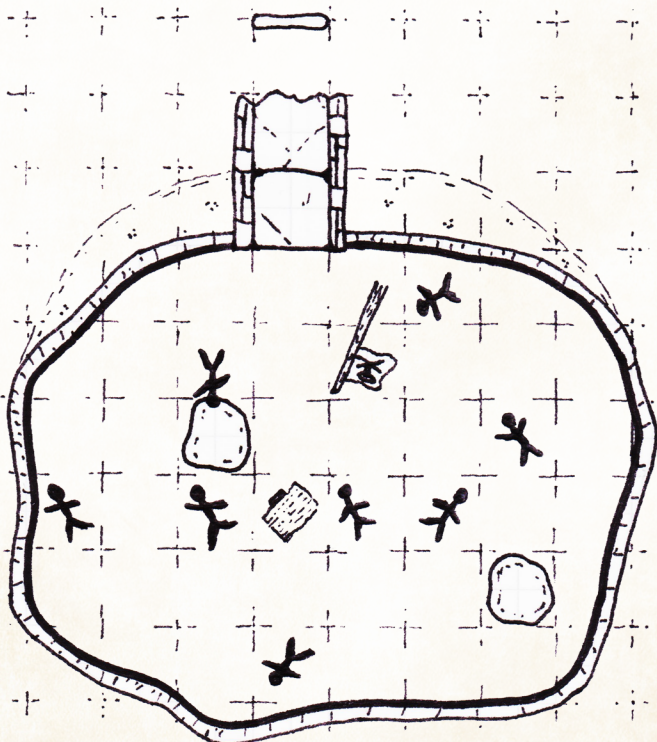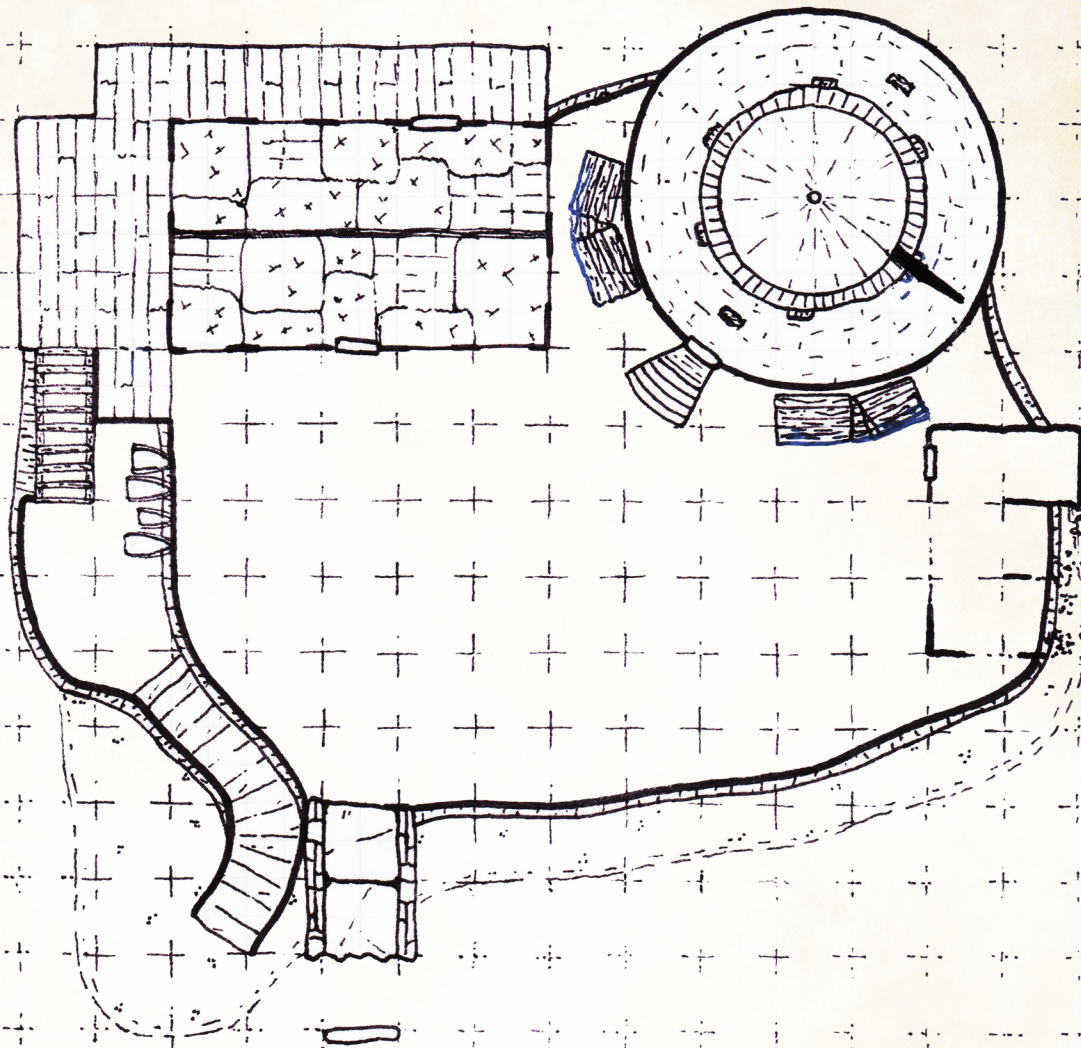
Removing the curse requires the *remove curse* spell. However, the curse takes effect again if the creature again tries to do any of the things that originally cursed it.

The Islands (DM Version)

ALLIP PATH
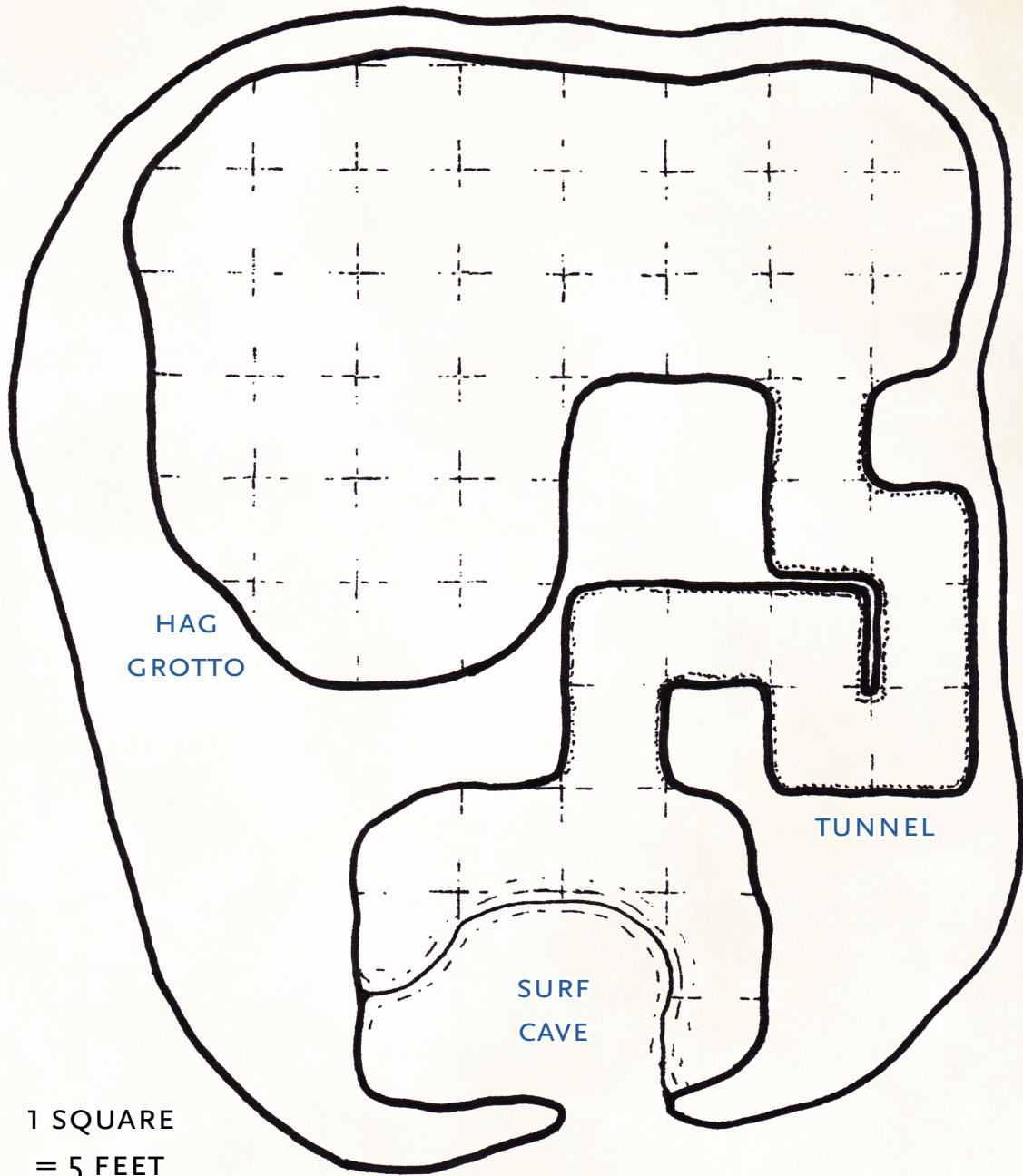
LIGHTHOUSE

STOREHOUSE

YARD

TO HAG GROTTO

OUTHOUSE

LANDING SITE

BRIDGE

SEAGULL ISLAND

1 SQUARE = 5 FEET

1 SQUARE
= 5 FEET

The Surf Cave and Hag Grotto
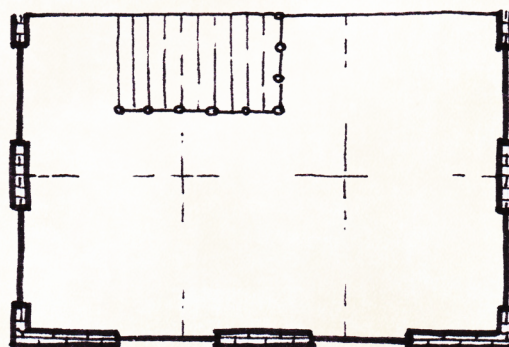
HAG
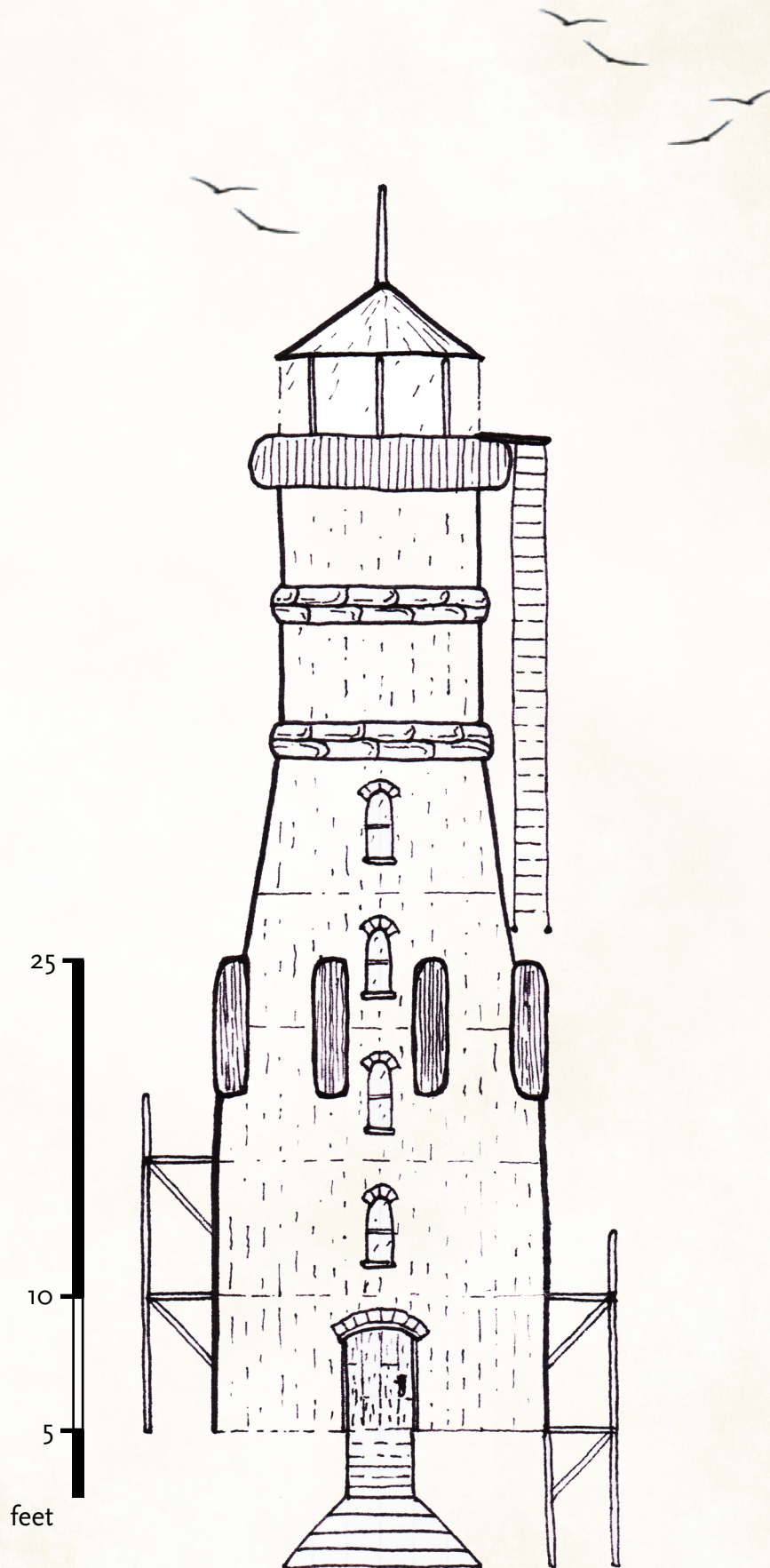GROTTO

TUNNEL

SURF
CAVE

1 SQUARE
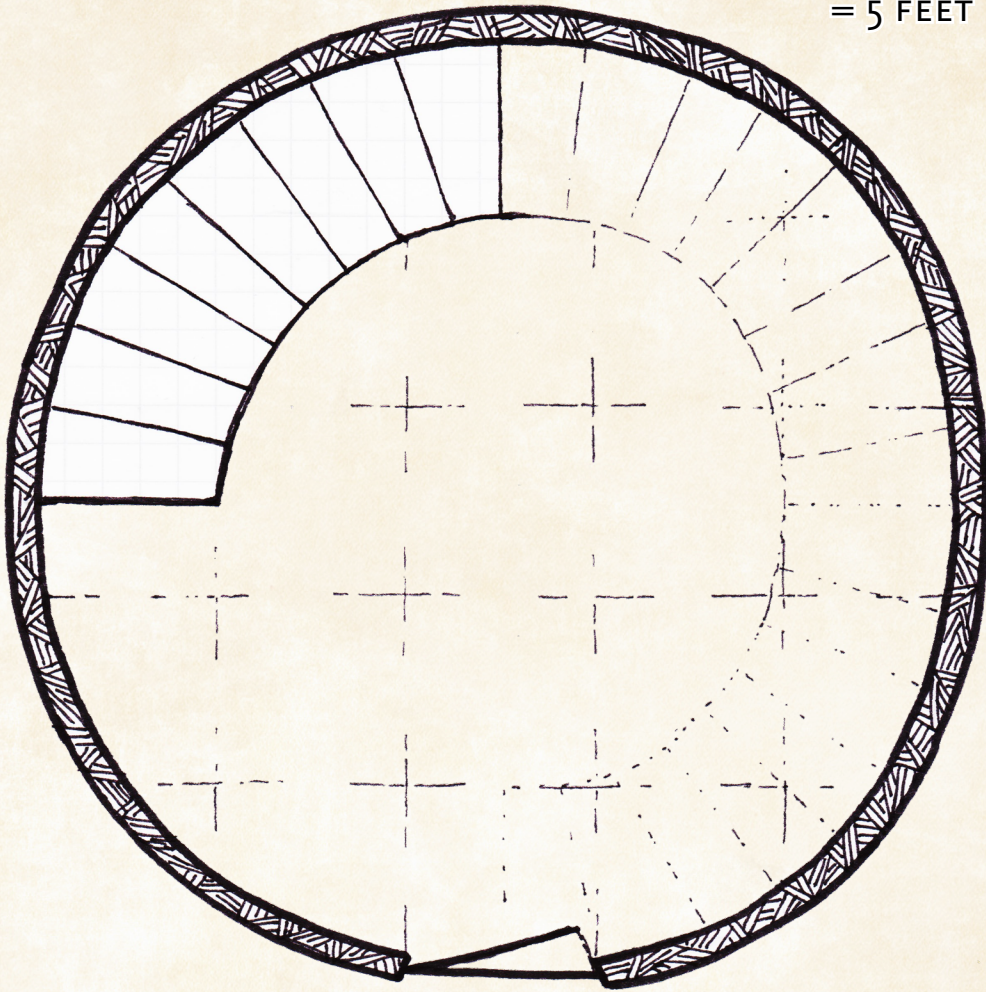= 5 FEET

The Storehouse
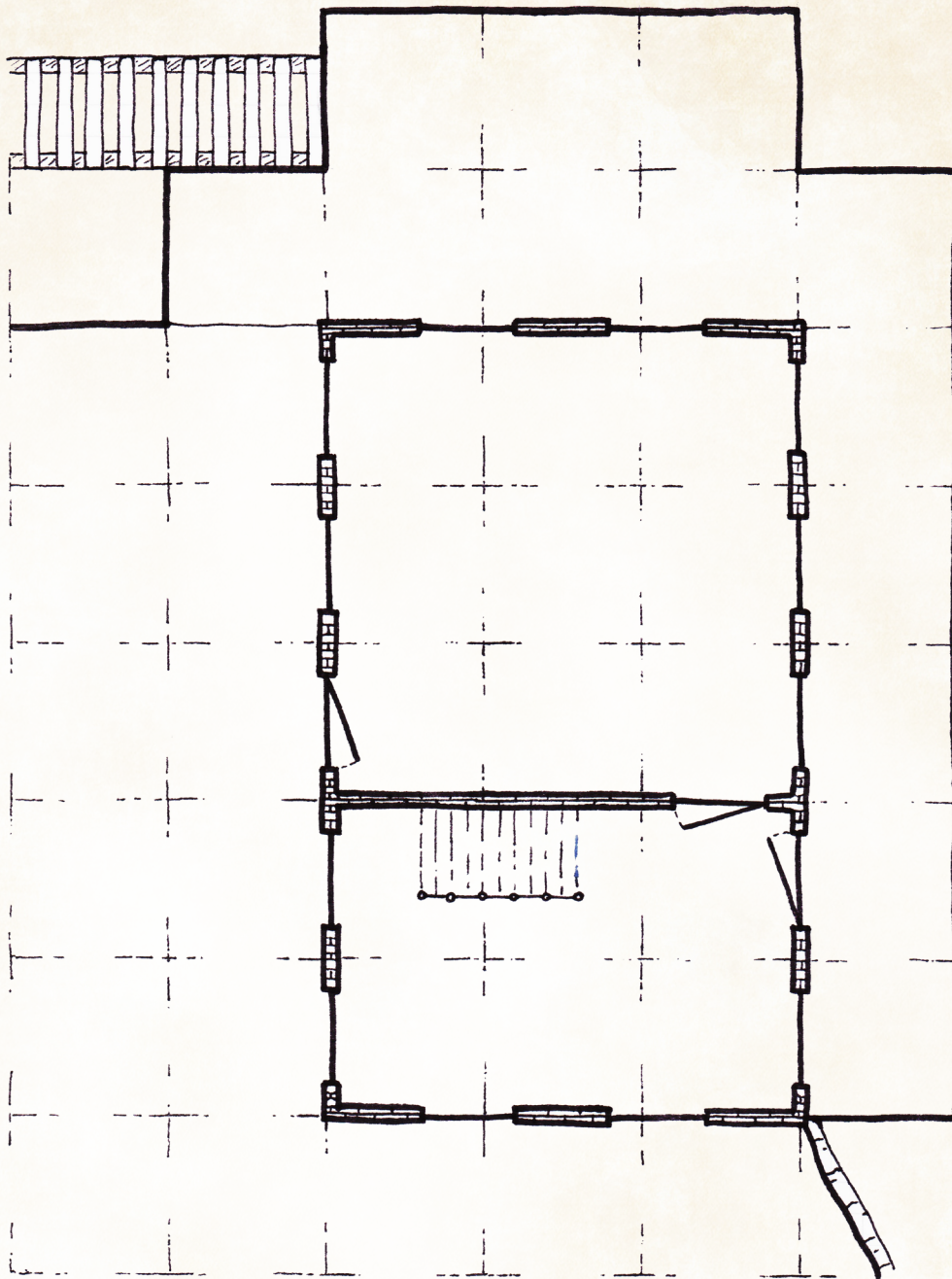
ATTIC

1 SQUARE
= 5 FEET

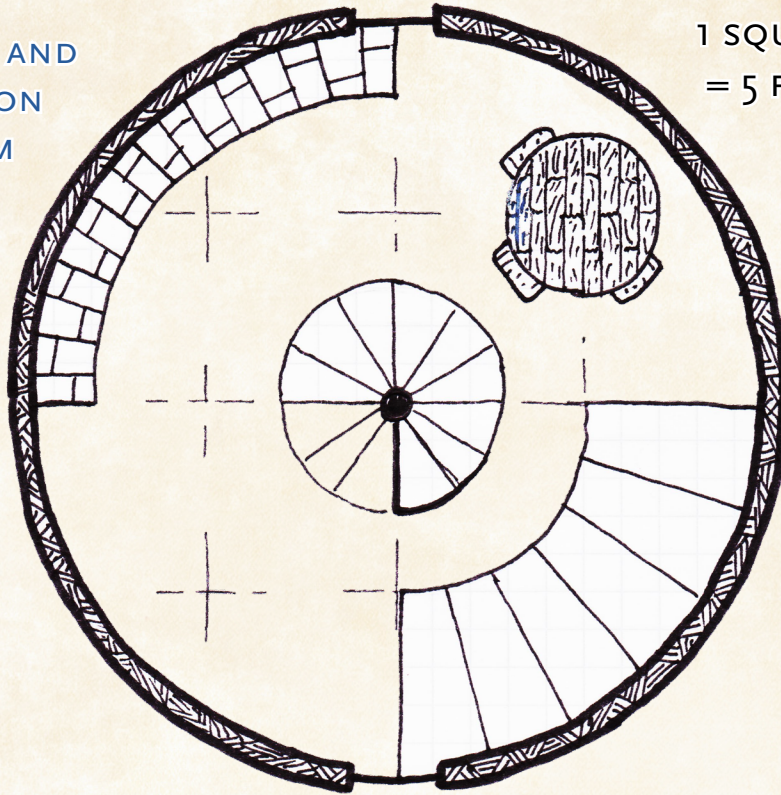# The Lighthouse (Outside)

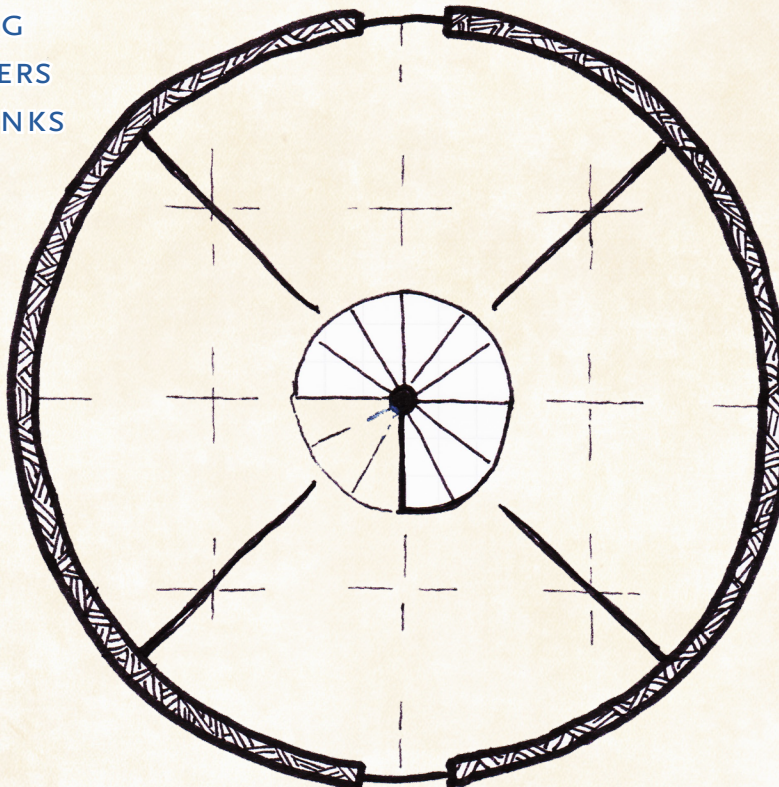# The Lighthouse (1st Level)

1 SQUARE
= 5 FEET

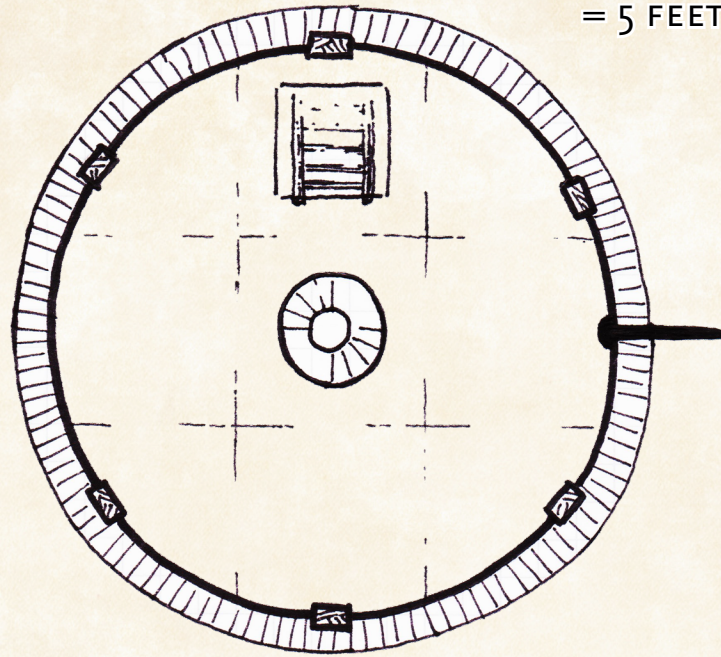# The Lighthouse (2nd Level)

KITCHEN AND
COMMON
ROOM
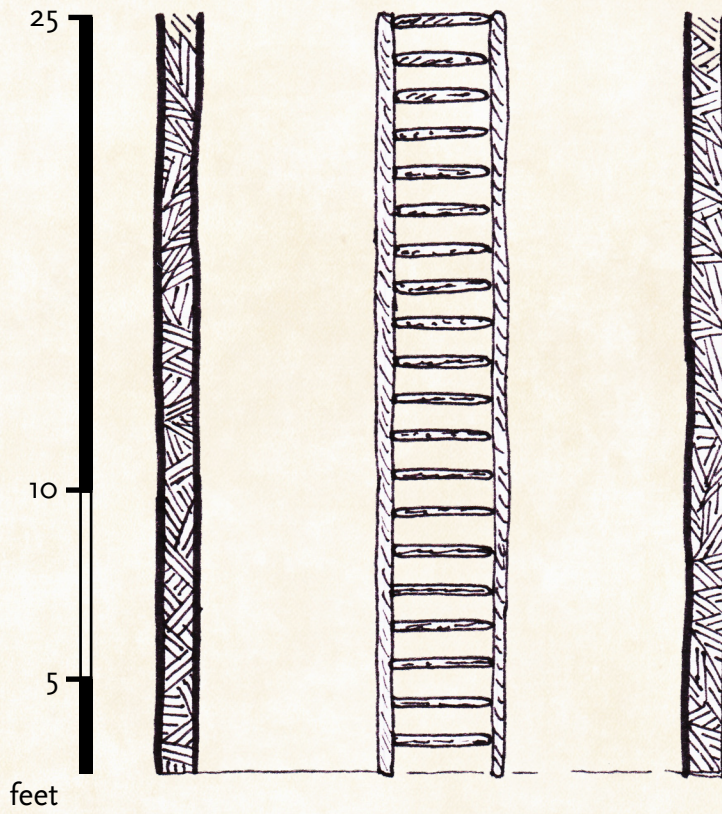
1 SQUARE
= 5 FEET

LIVING
QUARTERS
AND BUNKS

The Lighthouse (3rd Level)

BEACON

1 SQUARE
= 5 FEET

LADDER

25

10

5

feet

Appendix E: Dungeon Master Tips

This adventure is designed for **three to seven 5st-10th level characters**, and is **optimized for five characters with an average party level (APL) of 6**.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure - for example notecards, a DM screen, miniatures, or battle-maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level, passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.).

Adjusting the Adventure

Throughout this adventure, sidebars will help you make adjustments for smaller or larger groups and characters of higher or lower levels, especially for combat encounters. Therefore, five categories of party strength have been created. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

To figure out whether you should adjust the adventure, perform the following calculation:

- first, add up the total levels of all the characters
- second, divide the total by the number of characters
- finally, round fractions of .5 or greater up; round fractions of less than .5 down

You have now determined the average party level (APL) for the adventure. To figure out the party strength for the adventure, consult the sidebar. Average party strength indicates no recommended adjustments to the adventure. Sidebars may offer suggestions for certain party strengths. If a particular recommendation is not offered for the

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than 6	Very weak
3-4 characters, APL equivalent to 6	Weak
3-4 characters, APL greater than 6	Average
5 characters, APL less than 6	Weak
5 characters, APL equivalent to 6	Average
5 characters, APL greater than 6	Strong
6-7 characters, APL less than 6	Average
6-7 characters, APL equivalent to 6	Strong
6-7 characters, APL greater than 6	Very strong

The Three Pillars

There are three pillars of play in Dungeons & Dragons, all of equal importance: combat, exploration, social. Here is a short breakdown of what defines each pillar:

- **Combat.** Combat refers to any violent interaction between the player characters and NPCs/monsters. This can be the exchange of blows and spells, but also non-harmful violence such as shoving, grappling, etc.
- **Exploration.** Exploration is any activity that helps to uncover additional information on a scene. This is most often covered by Intelligence (Investigation) or Wisdom (Perception) checks on the surrounding area, but it can also include Wisdom (Insight) checks to uncover NPC motivations or Intelligence (History) checks to learn about the capabilities of a type of monster.
- **Social.** The social pillar refers to negotiation, deception, discussion - in short, any non-violent interaction between the player characters and NPCs/monsters.

Try to judge which of the pillars your group particularly enjoys and emphasize these pillars accordingly. It is often easy to forget that a certain situation could be solved by many different approaches. In particular, it helps to think of any 'monster' as an NPC with its own thoughts and agenda. Throughout this adventure, boxes on "Playing the Pillars" give some guidance and suggestions on how to incorporate each of the three pillars into each scene of the adventure, providing some inspiration for alternative approaches.

You are Empowered!

Never forget: you are empowered! You may adjust the adventure beyond the guidelines given here, or for other reasons. Specifically for this adventure, if you're playing with a group of inexperienced players, you might want to tone down the deadliness of some traps or give stronger hints as to the usefulness of silvered weapons against were-animals; for very experienced players, you could remove the silvered weapons to make the final encounter particularly challenging.

The easiest way to adjust the adventure, and something that should regularly be done if dramatically appropriate, is to change the DCs of ability checks. This should not be done completely arbitrarily, but rather the DC should reflect the specific circumstances and the approaches taken by the characters. For example, the DC of an Intelligence (Investigation) check could be lowered by 1 or 2 if a character announces that they are specifically looking for an item that is actually hidden in the environment.

This is your adventure, and that of your players - make it fun for everyone! Try to read the reactions of the players at your table, and heed their preferences for each of the three pillars: combat, exploration, and social.

You Might Also Enjoy...

This adventure is over - but the game must always go on! Below, you will find some other adventures I designed in the past. If you enjoyed The Lamenting Lighthouse, chances are you might also like these!

A girl lost her "bunny" down a well – but why are the rats running from it? An adventure for 1st-4th level characters.

A magical feud between a budding young witch and an old hag threatens a remote village. An adventure for 1st-4th level characters.

WOLPERTINGER, WERERAT - WELL!

Wolpertinger, Wererat - Well! is a two-hour adventure for 1st-4th level characters, designed for Dungeons & Dragons 5th Edition. You'll get an urban theme, exploration, humor, and a small mystery to solve!

"The tale of Nula and Nibbles is one to warm the heart of even the most icy DM and most murder-hobo of players [...] Wolpertinger, Wererat - Well! is an adventure with soul, comedy, love, and Fawlty Towers-esque antics"
(Cameron Day from Comics, Clerics, & Controllers)
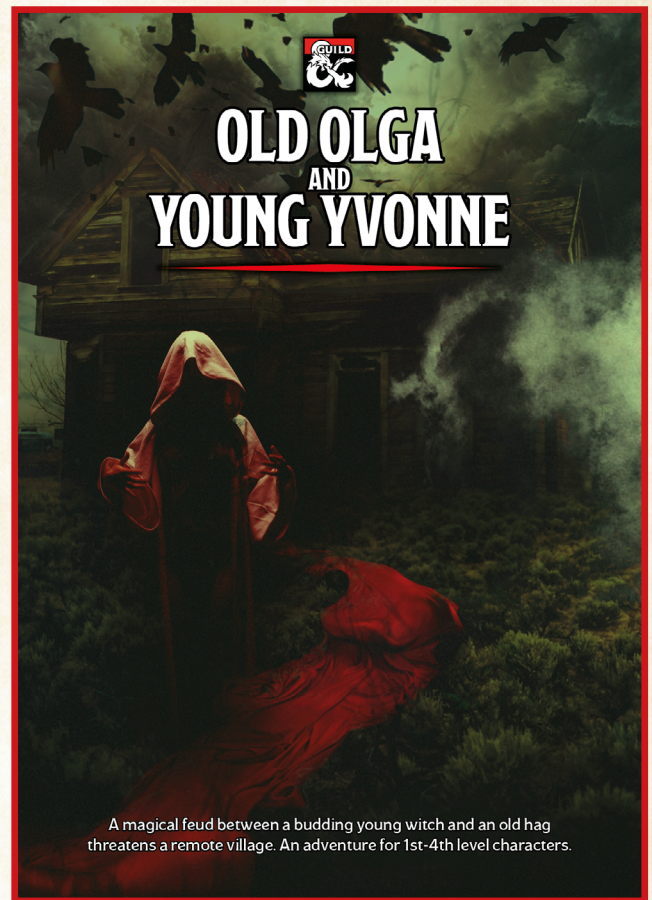
OLD OLGA AND YOUNG YVONNE

Old Olga and Young Yvonne is a four- to six-hour adventure for 1st-4th level characters, designed for Dungeons & Dragons 5th Edition. You'll get a village theme, hags and witches, an abducted child to save, some horror, and mysteries to solve!

"Sven has created an excellent adventure that takes everything about witches, hags, and those ancient tales and combined it into one kick-ass tale. [...] Old Olga and Young Yvonne is a gritty and realistic adventure in the sense that no matter what happens, the characters will be affected and feel it deep down." -
(Cameron Day from Comics, Clerics, & Controllers)