

LEGEND OF BEACON ROCK



AN ADVENTURE FOR 4 PCs
OF 4TH LEVEL BY PAUL SCOFIELD

LEGEND OF BEACON ROCK

The "Lighthouse of the Sun," if it was even real, was lost three millennia ago along with every other vestige of Ankeshel. If ever found, robbers and thieves would set on it like vultures. Nothing within would be nailed down for long.

—Elder Arch Kallimachus, *The Power of Vril and the Founding of Cassadega*

Adventure Background

Three millennia have passed since the island nation of Ankeshel sank beneath the waves of the Western Ocean. Legends speak of temples of solid orichalcum and the strange and powerful vril magic. When the small Palas family of shrimpers discovered the ruins of an ancient structure on Beacon Rock, north of Maillon, the City of Alchemy, rumors spoke of this being the fabled Lighthouse of the Sun, supposedly powered by an *Undying Vril Battery*. Despina Grave, head of the Grave Raiders, a ragtag band of discredited archeologists and mercenaries, convinced the family they would be paid handsomely if they guided the crew to the ruins. Unfortunately for the family, leading the crew there ended in betrayal with the father wounded, his wife on the run for help, and their son missing in the monster-infested ruins.

Adventure Summary

The adventure is set in the ruins of an ancient Ankeshel lighthouse and research complex. It is designed for four 4th-level PCs. (Characters of 3rd level who are cautious and rest often can also find success while 5th-level characters will likely find this easy.)

The PCs will have to contend with rogue archeologists camped at the top entrance, locate a lost boy hiding near the sea-cave entrance at the bottom, and raid potential treasures from the ruins of the ancient lighthouse. To access the final room, face the ancient golem guardian, and recover the *Undying Vril Battery*, they will need to gather both keys and coordinate turning them simultaneously at the bottom and the top of the complex.

ANKESHEL ARCHEOLOGY

Throughout the ruins, the party may have opportunities to extract delicate Ankeshelian relics. Each of these art objects has a base value of $1d6 \times 10$ gp. Requiring care and patience, each object takes 10 minutes to extract, and the PC should make a DC 12 ability check with either Dexterity, Intelligence, or Wisdom. They may add their proficiency bonus if they have History, Sleight of Hand, or proficiency

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in an appropriate set of tools such as tinker's, jeweler's, or mason's tools. Succeeding these checks extracts the object at full value; failing extracts the object damaged and divides the value in half. The PC may also roll again, as above, to further spend 1 hour restoring one item to double its value on a success; failure divides its value in half. Neither of these tasks can be done during a rest.

Adventure Hooks

You can place the ruins in the adventure anywhere you like in your campaign world. The adventure works well on any rocky coastline where legends of an ancient civilization would draw grave robbers. The ultimate prize is an *Undying Vril Battery*, an artifact for those using vril technology (see *Midgard Worldbook*). If this doesn't suit your campaign or setting, feel free to replace the artifact with another magic item, such as a *wand of lightning bolts*. The characters could gain access to ancient *vril dive harnesses* (see Appendix) by rebuilding them from salvageable dive components, which could jumpstart an undersea campaign. If you don't wish to use vril technology, replace the dive suits with similarly styled *caps of water breathing*.

Decide how you want your characters to seek out the ruins of the lighthouse by choosing one of the following options or making one up yourself.

SHRIMPER'S SON

While traveling on a coastal road or resting at a tavern, the PCs meet a frantic Isidora Palas (NG human **commoner**). She is desperate for help. Her husband Kostas (NG human **commoner**) has been hurt, and her son, Dimitrios, is missing. The Palas family are shrimpers, and Isidora and her son discovered ruins atop Beacon Rock after a storm. They were hired as guides by Despina Grave who told them she thinks it is the legendary Ankeshelian Lighthouse of the Sun and that it contains a powerful vril battery that never loses its charge. Isidora's husband Kostas insisted on coming along, and when the group entered the ruins, they were attacked by undead. During the struggle, Despina tried to use the family as bait. Kostas was injured, yet he and Isidora managed to escape. However, in the confusion, Dimitrios was lost, and Isidora fears he's still inside the ruins.

Isidora will lead the party to her husband who will refuse healing, preferring the players use it to save his son, though he will confirm the story. Isidora recalls there being eight mercenaries, three archeologists, and Despina herself, though she's not sure how many survived the undead ambush. The couple will plead with the party to save their son, offering them the upfront fee Despina paid them of 20 gp. If brought up, Isidora is willing to take the party there by rowboat. While ashamed of this, neither parent is brave enough to face the mercenaries again or go into the ruins, though they will wait nearby to rendezvous for their rescued son.

RAIDER'S RIVAL

A gruff alchemist, Ronvaldr Buask (N dwarf **noble**), hires the party to retrieve the *Undying Vril Battery* from the recently discovered Lighthouse of the Sun. A rival archeological group, the Grave Diggers, already mounted an expedition to the ruins, and Ronvaldr doesn't care how they are dealt with and has no love for Despina, their leader. He will pay the party 500 gp for the battery. They are welcome to keep anything else they find. On their way to the site, the party could also run into Isidora Palas, outlined above.

BABBLING BRAGGART

Scratch (CN halfling **thug**), Despina Grave's talkative fence, is getting drunk at a tavern, and the party overhears them boasting about mountains of rich artifacts their business partner is digging out of the legendary Lighthouse of the Sun. With a little careful prying and persuasion, the party can extract the location, Beacon Rock, and the ultimate prize, the *Undying Vril Battery*. Running into Isidora on the way is also possible.

Approaching Beacon Rock

The ruins can be entered from the top of Beacon Rock or from the concealed cave at sea level. If and how the characters discover the sea cave is up to you. Most of the mainland is marshy, but this part of the coast gives way to outcrops of white granite and clumps of tall coastal pine trees. Once the characters get within a couple miles of the location, read or paraphrase the following:

.....
You follow the cold, humid coastline for a few miles before finding the spit of rocky land that extends northward out to sea. Through breaks in the scraggle of coastal pines, you can make out the white granite dome that gives Beacon Rock its name, rising 150 feet above the water. Wisps of smoke rise from a campfire somewhere just below the summit. You make out a relatively flat stretch of land that rises toward the peak from the south.
.....

BY LAND

This is the easiest approach, though the Grave Raiders are guarding the entrance to their claim. Clumps of coastal trees provide enough cover for the party to get close to the camp before running the risk of being detected, though the raiders are not diligently watching the approach. If someone searches the rise for tracks, a successful DC 10 Wisdom (Survival) check reveals that a large group with a heavily laden handcart climbed up to the summit in the last couple days, including close to a dozen Medium humanoids.

The players will approach area 1 on the map from the south.

DESPINA AND THE GRAVE RAIDERS

Despina Grave is a robber and con artist who touts herself as an archeologist in high society but has no interest in preserving history. She wants cash and no headaches. When she heard about the ruins on Beacon Rock, it didn't take long for her to figure out this was potentially the fabled Lighthouse of the Sun, and she immediately set out to claim the site for her own. She set off with three discredited archeologists, nine mercenaries, and their guides: the Palas family.

They set up camp and cleared the first two rooms of the ruins, expecting to find their prize, an *Undying Vril Battery*, immediately beyond the first door. Instead, they found a much larger complex beyond and on delving farther were attacked. A skeleton burst to life and killed an archeologist, and several other skeletons emerged, killing one of the bandits. In the chaos, everyone escaped except a second mercenary and the boy Dimitrios. When Isidora realized her son was missing, the remaining bandits restrained her and then had to restrain and beat her husband before driving them both away.

Down three of her hires and unsure what else lie in the chambers beyond, Despina is trying to decide how to proceed. At the first sign of additional trouble, she will do whatever she needs to escape. The rest of the band aren't very loyal and will also flee if any more of them are seriously injured or killed.

BY SEA

Beacon Rock is easy enough to reach by sea. A rowboat can navigate close into the rocks at the base of the cliffs, but a keelboat or anything larger would require anchoring farther out and finding another way to shore. Coastal fog blankets the area every early afternoon, and the party can use that or the cover of night to approach unseen. While vessels are common in the area, any open approach to the shore will be spotted by the Grave Raiders and put them on alert.

The players will approach area 14 on the map from the west.

Beacon Rock

Beacon Rock is a remote, monolithic dome of white granite that rises 150 feet above the surrounding land and sea and acts as a navigation point for trade ships traveling north and south as well as a point of reference for local fisherfolk. Prehistorically, it was hundreds of feet taller, but time has shed several layers from the rocky coast surrounding it and the built-up spit of land that attaches it to the marshy mainland.

Map

The map shows the four main sections of Beacon Rock arranged with north at the top.

The Ruins

The stone of the ruins was cut from the mountain it was built on, fitted, and polished smooth. Though time has dulled the polish, you can still see its shine in some of the more sheltered corners. This was clearly once a very solid structure, and erosion likely didn't topple it long ago, though what catastrophe could have caused this level of destruction is lost to legend.

The ruins are of Ankeshelian make, and for anyone taking the time to carefully inspect the ruins, a successful DC 20 Intelligence (Investigation) check will reveal that it was toppled into the sea three thousand years ago by an external force, likely a massive creature. There are thick orichalcum conduits, oxidized beyond salvaging, that ran up through the walls from somewhere underground to the missing upper structure.

1. LIGHTHOUSE RUINS AND ARCHEOLOGISTS' CAMP

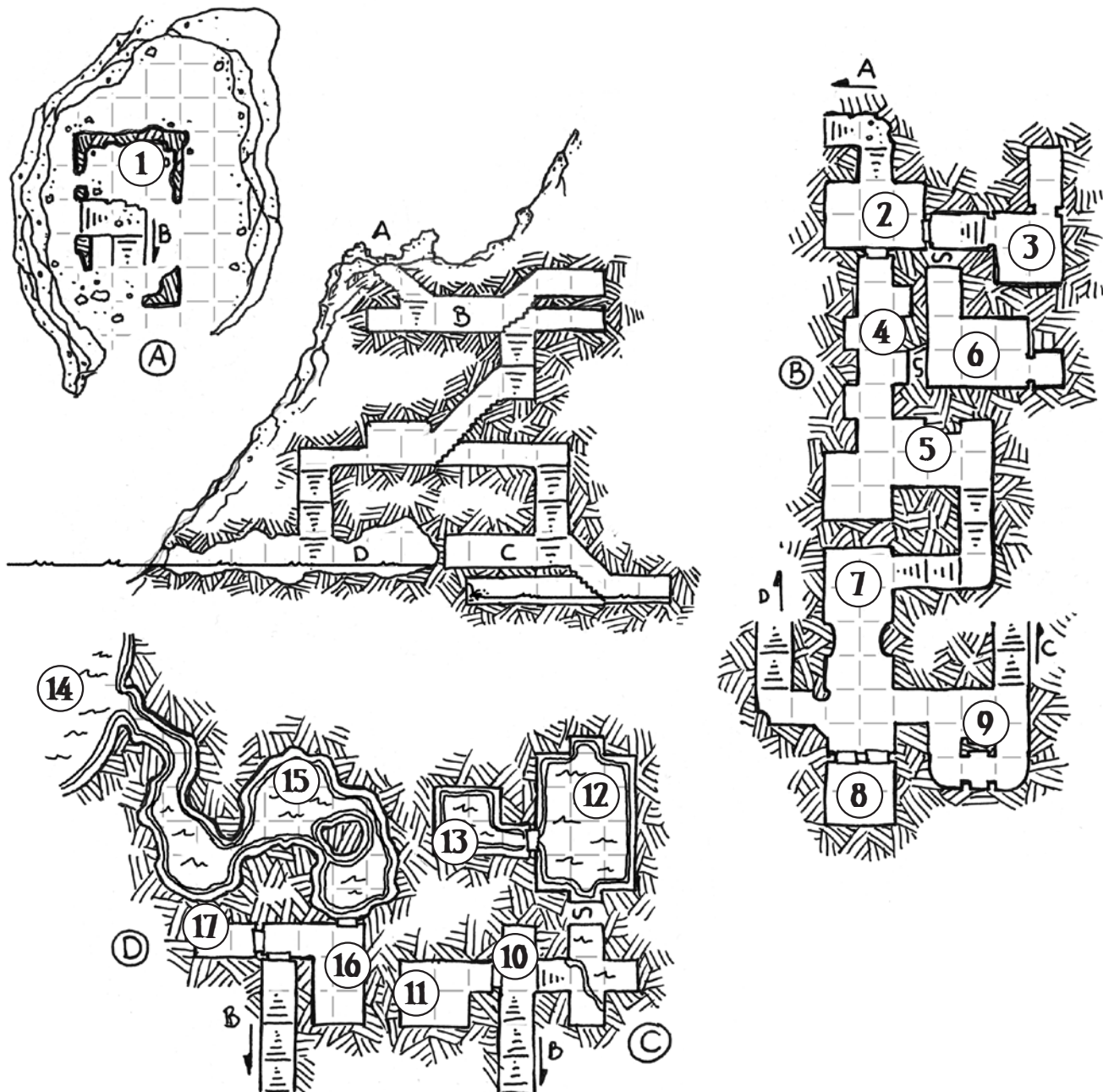
The pathway to the summit camp is winding and dotted with tumbled boulders of white granite and broad pine trees, providing plenty of cover for the party to get close:

Nearly a hundred feet up the western face of Beacon Rock is a flat expanse, scores in the stone imply that this spot was carved away by the same ancient civilization that built the lighthouse. The base of the building was once clearly a rectangle, though the rest has tumbled away to the rocky shores below. The northern wall of the ruin is tall enough to hint at the very bottom corners of a second story, which has been converted to a sentry's nest.

A large white tent has been erected in the eastern shade of the ruin, sheltering a hand-drawn cart and bags of vegetables. Folding cots have been set up around and under the ruined eaves, which also provide shelter to a campfire. A large L-shaped opening in the ground implies stairs descending belowground.

There are enough cots for eight individuals and braziers and lanterns set up for light at night. There's a rope ladder to the sentry perch on the north face of the ruins. If the party has not alerted the Grave Raiders, continue with the following:

A rather ragtag group of five mercenaries, all wearing chain shirts and armed, are camped here. Two are manning a cook fire and another is wandering along the cliff face, not so much patrolling as bored. A fourth is racked out, softly snoring, in one of the cots. A warmly dressed elfmarked sentry polishes a crossbow from a perch on the north wall where they've even strung up a makeshift hammock.



The Grave Raiders. This area is normally occupied by five bandits with various swords, spears, and axes; the one in the sentry's nest also has a light crossbow. They are usually bickering about their situation. Use this as an opportunity to remind the party that these mercenaries drove away and refused to pay their guides, beat a man almost to death, and left a child and an ally to die in undead-infested ruins. The sentry cuts off their conversation, reasoning that if they can just get past the "skellies" there will be bigger cuts of the take all around.

Loud combat will attract the two bandits in area 2. This also alerts the two archeologists (LE commoners) there

who warn Despina Grave (LE human spy) in area 3 after which they all try to escape, coming up the stairs and running south.

High Alert. If the Grave Raiders have been alerted to the party's presence, then all seven bandits will be dug in around the entrance to the ruins, waiting to attack. Despina and the two archeologists will be ready to make a break for it if there's trouble. Despina will strike a deal if the players can convince her she will still profit; she will also betray them without even thinking twice.

Treasure. Amongst the belongings and bodies of the five mercenaries is 27 gp, 29 sp, and 18 cp. One had a large gold

tooth (clearly not theirs) in their pocket, worth about 10 gp. With a successful DC 10 Wisdom (Perception) check, the party will find a *potion of healing* in the bottom of the sentry's pack.

The Lighthouse of the Sun

The doors throughout the complex are made of monolithic slabs of slate bound in bronze with bronze pull rings and large, center-hung hinges that are accessible from both sides. None are locked but do make noise when opened if no precautions are taken, like oiling the hinges. Most of the complex was carved directly from the white granite with 8-foot ceilings unless otherwise noted. Decayed vril sconces hang on the walls or from the ceiling throughout. These provide no light but could easily be rigged to hold torches or candles.

Except for the two rooms the Grave Raiders occupy, the rest of the facility hasn't been touched in three millennia. Bronze and orichalcum objects are covered in green patina, iron and steel are almost solid rust, glass and ceramics are permanently yellowed if not shattered completely, leathers and fabrics have long ago turned to dust and dirt, and wood that hasn't rotted to powder is dry and brittle.

2. LANDING

The large landing, like the rest of the underground complex, is hewn and polished directly from the solid white granite of Beacon Rock. The northwest corner is piled with dust and detritus, swept there while its occupants were clearing the space.

Several crates, stuffed with straw but otherwise empty, are stacked here, waiting for archeological spoils. There are several bolts of plain cloth to wrap finds. Three cots and a few worktables covered in old but well-cared-for brushes and tools are arranged around the room, and it is well lit with lanterns and candles.

In antiquity, this was a common living space and office for the researchers who once lived in this facility. While the bandits have occupied the ruins above, the archeologists are staying in this antechamber. Besides their own supplies, this room was already stripped of anything of value by ancient explorers, and the door to the south has been sealed.

South Door. The door to the rest of the complex is currently braced shut with large timbers.

The Grave Raiders. There are two **bandits** and two archeologists (LE human **commoners**) here, unless drawn to another area. The archeologists will attempt to flee either up the stairs or through the east door into area 3 if a fight occurs. Fighting will also alert any bandits remaining in area 1 and Despina in area 3 who will attempt to escape.

Treasure. The room contains a complete set of tinker's tools, a set of mason's tools, a set of jeweler's tools, and a

set of thieves' tools. The two bandits have 10 gp and 18 sp between them. The archeologists have 66 gp, two banded agates (10 gp), malachite (10 gp), a single platinum piece from some forgotten kingdom, a *potion of greater healing*, and a *ring of warmth*. With a successful DC 10 Wisdom (Perception) check, a character can find throughout the room an abacus, a magnifying glass, a pearl (100 gp), and a dungeoneer's pack.

3. LEAD ARCHEOLOGIST'S ROOM

You enter a well-lit, three-chamber room on a lower landing with eastern stairs going up to a larger chamber. The southern wall of this 10-foot-square landing has an ancient mosaic of colored tiles showing a towering lighthouse atop the unmistakable dome of Beacon Rock. The top of the lighthouse has a 2-inch polished disc of golden glass, the tile arranged around it to imply the sun. The mosaic depicts lines of orichalcum, extending downward into the stone of the mountain where another 2-inch disc of blue glass is mounted, surrounded by lightning bolts.

Despina Grave. This multipart chamber was once the office of the director of the lighthouse and the submarine research facility. Not unusually, Despina (LE human **spy**) has claimed it as a private temporary residence. Despina's main goal is survival, and she will attempt to escape. She is not willing to die for the dig and will bargain her way out of the situation if given half the chance. She refuses to go further into the ruins but will mention it's infested with undead.

Secret Passage. At the bottom of the stairs, leading into the room on the southern wall, is an intricate Ankeshelian mosaic that conceals an access door to the lighthouse control room (area 6), the door opens if the two glass disks are pressed simultaneously and held for five seconds. Despina had no idea it was here. Detecting the secret door requires a successful DC 20 Wisdom (Perception) check; opening the door requires a DC 15 Wisdom (Insight) or Intelligence (Investigation) check. These checks can be made with advantage if the party has encountered the matching mosaic in area 11.

The upper chamber is bare except for more crates ready for wares and a simple folding workbench. There's a third chamber in the northeast corner with a gauzy cloth tacked over it for some privacy. Beyond is a cot and a chest, probably belonging to the band's leader.

Treasure. Successfully searching the rooms, DC 10 Wisdom (Perception), yields a coffer with 120 gp, a small bag of gems (one citrine, one jasper, two chalcedony, and two zircons all worth 50 gp each), and a scroll tube containing two spell scrolls (*arcanist's magic aura* and *spider climb*.)

4. ANCIENT BUNKROOM

This long chamber is lined on both sides with alternating alcoves, each containing a set of corroded bronze lockers and corresponding bunk beds, mostly collapsed among piles of dusty detritus. The far end opens into a larger room. Near the north door is the hacked and torn body of a mercenary lying in a pool of drying blood. Two other corpses lay near the corner at the other end.

North Door. If the party didn't come through this door from the north, it is blocked from the other side by the Grave Raiders' barricade. It takes a DC 15 Strength (Athletics) check to force it open, which will alert the bandits.

Previous Victims. In the middle of this chamber are three bodies: an archeologist and two mercenaries who were attacked by the undead in area 5.

Lockers. Tightly sealed by the buildup of a thick patina, these bronze lockers require a DC 15 Strength (Athletics) check to open, making a lot of noise, and any noise louder than calm talking will attract the attention of the six **skeletons** in area 5. The lockers contain five Ankeshelian relics.

Concealed Passage. By succeeding on a DC 18 Wisdom (Perception) check, a searching character will find a concealed passage behind the southernmost locker on the eastern wall. This ancient bronze access panel can be pried open (same as opening the lockers), and the debris inside removed to grant access to area 6 for any creature Medium or smaller.

5. ANCIENT COMMON ROOM

The north wall of this chamber is lined with alcoves with corroded bronze lockers and rotted bunks. The rest has remains of what used to be a common living space for whoever occupied this facility.

More bunks line the northern wall of this room, but the rest of the room is dominated by drifts of ancient dust around the rotting frames of several chairs, couches, and the remains of a kitchen in the southwest corner.

Creatures. Six **skeletons** are standing motionless near the top of the stairs to the southeast, the last place they sensed the missing boy, and will attack anyone they perceive.

Treasure. The skeletons once wore clothes that disintegrated long ago. Scattered about the floor are the surviving contents of their pouches and pockets: a dozen various gemstones worth 10 gp each, 54 electrum

(orichalcum) pieces, an antique healing potion that has gone off and counts as a *potion of poison*. The room itself has fifteen Ankeshelian relics throughout.

6. LIGHTHOUSE CONTROL ROOM

This room is lined with arrays of ancient consoles covered in dials, knobs, switches, ancient pressure gauges, and other bits and bobs. Three thousand years of decay have left it an unworkable ruin. Wood accents and handles have long crumbled to dust, and the bronze, copper, and orichalcum have all fused into a vague dark-green mass. There is an alcove in the southeast corner with one console seemingly untouched by the ravages of time.

Obvious Exits. The northern door and western access panel are both obvious from inside the room.

This was the control room to the lighthouse above, filled with fused orichalcum levers, knobs, and other ephemera. The party may attempt to recover ten Ankeshelian relics from this room. There's a large alcove in the eastern wall that contains more ancient, decayed detritus and one of two key podiums.

Underneath a layer of dust is a small podium, bolted in place, made of deeply stained wood, reinforced throughout with polished-copper appointments. On the left side of the top is a delicate keyhole, no key, but icons are engraved around it showing it is in a locked position and is one of two such devices. On the right side is a copper-framed plate of crystal with the etching of a handprint on it.

Key Podiums. The podiums in areas 6 and 10 are joined magically and mechanically, and any investigation reveals they will be rendered useless if removed or tampered with. Turning both keys at the exact same time opens the door between areas 10 and 12. Turning again closes the door again. Picking the lock in one automatically fails if the other is not turned at the same time but otherwise requires a DC 20 Dexterity (thieves' tools) check. A humanoid placing their hand on the glass plate causes the glass plate on the other podium to glow red. When someone places their hand on the other podium, they both glow green, and while activated, the two users may communicate with each other as if using the *message* spell. The distance between these locations by foot is 310 feet if the access panel to area 4 has been cleared, 380 feet if taking the exit to area 3, and 100 feet linearly (in case spell range is important).

7. ANCIENT WORKSHOP

This long, tiled chamber appears to have once housed some sort of workshop, implied by ancient mounds of rusted steel and bronze patina. The 15-foot ceilings are smooth and white, like the rest of the ruins, except a cluster of dark stalactites at the southern end.

Creatures. Three **darkmantles**, disguised as stalactites, will hungrily ambush the first party member to get within 30 feet.

Storeroom Doors. The doors to the south are unidirectional: the one on the right swinging into area 8, and the one on the left swinging out into area 7. The door on the right is blocked on the other side by fallen debris and requires a DC 18 Strength (Athletics) check to force open. The door on the left can only be opened from this side with a successful DC 16 Dexterity (Sleight of Hand or thieves' tools) check or a *knock* spell.

Treasure. Lighthouse parts, dive suits, and parts of an ancient submersible were once maintained in this long bay. A successful DC 12 Wisdom (Perception) check locates twelve Ankeshelian relics and three salvageable dive components.

Exits. The eastern exit to area 9 smells strangely acidic, and the partially dissolved remains of a fourth darkmantle are crumpled under the archway. Hollow, distant sounds of crashing waves are coming up from the western stairs.

8. ANCIENT SAMPLE STOREROOM

Once an ancient storeroom, the shelves have long rusted and collapsed, and the floor is covered in time-stained shattered aquariums, jars, and bottles in various states. In the middle of the room, partially crushed by a fallen rack, is an ancient bronze automaton.

This room housed rare creatures and minerals brought up from the undersea canyon offshore and was maintained and catalogued by Unit Two, a **clockwork servant** (see *Creature Codex*), now deactivated and pinned beneath fallen shelving. Only its head, one shoulder, and an arm still function. A character can make a DC 15 Intelligence (Arcana, tinker's tools, or smith's tools) check to reactivate it. It can also be revived with a *mending* spell.

Unit Two's Failing Memory. Once reactivated, Unit Two can speak broken, glitchy common. It can speak to its prior function but doesn't know specifics about the researchers or what happened three thousand years ago to destroy the lighthouse. If persuaded, Unit Two can relay that Unit One

was a "powerful if dull security construct" that protected the lighthouse's power source and can supply the basics of opening the door in area 10. Its charge will drain soon after. At your discretion, a tinker or similarly skilled character could extract the working parts, provide a power source, and reactivate Unit Two as a type of companion (though they'd need a way to carry around the 20 pounds of stone and bronze it's made from.)

Treasure. Successfully searching the room with a DC 12 Wisdom (Perception) check finds among the dust and debris a *circlet of blasting*, six pearls (25 gp each), and a *pearl of power*.

9. ANCIENT BATHROOM

This area is covered floor to ceiling in dark blue tiles. Collapsed pipes jut over tiled tubs in two corners, and the three alcoves around the center of the room feature latrine benches. Rust encrusted bars with dangling rings imply the area was once divided by curtains for privacy.

This area is relatively pristine and dry, scoured clean by the ooze that wandered in from the sea cave months ago.

Creature. A solitary, ravenous **skitterhaunt** (see *Tome of Beasts*), infesting the carapace of a giant crab, has been lying dormant in one of the bathtubs waiting for prey to come along.

Stairs Down. The stairs to the north go 30 feet down to area 10. The soft trickling sound and salty smell of seawater comes from down there. A character who succeeds at a DC 15 Wisdom (Perception) check can also detect the faint smell of ozone.

Ammo in the Toilet. Anyone who checks inside the latrine will find a set of twelve +1 *crossbow bolts* lodged four feet down in one of them.

The Power Core

The lighthouse's power core is still very much operational.

10. DIVE SUIT CHARGING STATIONS

Ancient orichalcum stands, not unlike armor racks, are set in various terminals throughout this irregular area. Cables extend down from the ceiling to each of these stations. The lower section of the chamber is partially flooded with water, apparently seeping in from the northern alcove before draining into a small grate in the center of the space.

There is a landing here from the stairs above, and each of

the alcoves contains inoperable charging stations for several dive suits. There is an impenetrable security door in the northeast area.

Treasure. There are five salvageable dive components throughout the room.

The north wall is a heavy, bronze security door. Cast into its solid surface is the image of a towering lighthouse atop the unmistakable dome of Beacon Rock. The top of the lighthouse bears a 2-inch-diameter depiction of a sun, enameled in gold. The carving depicts enameled lines of orichalcum extending downward into the stone of the mountain where there is another 2-inch circle surrounded by lightning bolts and enameled in blue lapis.

To the right of this door is a small dusty podium, bolted in place, made of deeply stained wood and reinforced throughout with polished copper appointments. On the left side of the top is delicate keyhole with a simple bronze key inserted. From icons engraved around it, it seems to be in a locked position and is the second of two such keyholes. On the right side is a copper-framed plate of crystal with the etching of a handprint on it.

Security Door. This door leads to area 12 and can't be opened without the use of the key podiums. It effectively has an *arcane lock* spell on it to protect against a *knock* spell. It is 2 feet thick, made of stone, and clad in an inch of solid bronze. When the key podiums are successfully activated, the two enameled discs on its surface make a loud clicking sound and begin to magically glow. Pressing these discs causes the door to split down the middle and recede into the walls on either side. The door opens to the smell of ozone, and seawater will pour out to flood the lower portion of this chamber to about knee height. Successfully opening the security door awards a 1,100 XP puzzle bonus.

Key Podiums. See the description in area 6 for operating the key podiums.

11. ANCIENT ELECTRICAL WORKSHOP

Unlike most of this complex, the equipment here has managed to avoid a lot of corrosion. This was clearly a workshop of some kind with racks of bronze tools with ceramic handles on old racks and workbenches.

Workshop. This was once a workshop for working on the vril technology throughout the facility. Most of it is corroded but not beyond usefulness. There are enough working parts that someone using a set of tinker's tools in this space would get advantage on their roll if working on vril technology. Throughout the room, the characters can find eight Ankeshelian relics; their preserved condition means that making rolls to extract and clean them are made

with advantage.

Trapped Lockbox. A character who searches the room thoroughly and succeeds at a DC 13 Wisdom (Perception) check will find an old bronze lockbox mounted into the western wall behind a fallen cabinet. The bronze is pristine and if *detect magic* is used will radiate with faint magic. The safe is locked with an old mechanical combination that can be bypassed with a successful DC 12 Dexterity (thieves' tools) check. Opening the safe will trigger a thunder blast. This magical trap can be spotted with a DC 15 Wisdom (Perception) check and disarmed with a successful DC 10 Intelligence (Arcana) check. If triggered, each creature within 10 feet must make a DC 15 Constitution saving throw, taking 11 (2d10) thunder damage on a failed save or half as much damage on a successful one. The sound is loud enough to be heard anywhere in the lair.

12. FLOODED SECURITY ROOM

This large, dank room has 2 feet of standing seawater in it. At the northern end is an alcove with what appears to be a statue wearing a heavy suit of orichalcum armor, untouched by the decay of the ruins or the algae growing up the walls.

Unit One. Even three-thousand years ago, an *Undying Vril Battery* was rare and expensive. As such, the scientists protected it by stationing an **orichalcum golem** (see Appendix) here to protect it. This powerful automaton will attempt to stop anyone it can sense accessing this room or area 13. It will prioritize attacking the closest creature to the battery in area 13 and will pursue anyone who takes the battery. Algae-slick floors and 2 feet of water mean the entire flooded area is difficult terrain, though the golem has been patrolling here for millennia, knows every surface, and is therefore unaffected by the movement penalty.

Treasure. A rack on the west wall just north of the door holds a portable *vril dive harness charger* (see Appendix).

13. FLOODED VRIL CORE

Various corroded pipes and orichalcum conduits emerge from the walls and ceiling of this flooded room, converging on a dais in the center that contains a long, faintly glowing cylindrical object connected to the power lines running out of the room.

Loud noises or talking will activate the **orichalcum golem** in area 12 if it is still operational.

Extracting the Battery. No roll is needed to remove the *Undying Vril Battery* (see Appendix), but it does take two actions. A successful DC 18 Intelligence (Investigation) check will reveal that removing it will drop the weakened retention fields protecting the entire C and D levels from

being flooded. Once removed, seawater will start gushing in through cracks in the western wall. In 2 rounds, areas 16 and 17 will flood to 3 feet and areas 13, 12, and the lower portion of 10 will be completely submerged. Another 2 rounds after that and the rest of areas 10 and 11 will be flooded to 3 feet. Removing the vril battery automatically alerts the golem.

Sea Cave

The sea cave provides an alternative entry point to the lighthouse—and also the invitation to continue the adventure.

14. APPROACH TO SEA CAVE

The sea here is choppy but partially tamed by massive kelp forests, brushing the surface from below. The rocky coastline is a tumble of rounded white granite boulders and crags stuffed with browning kelp fronds.

The water is very deep just off the sea cave, descending rapidly into the depths of a massive underwater canyon that extends off to the west. The climb from here to the top is 100 feet of difficult terrain.

Spotting the Cave. The color and placement of the rocks make it hard to spot the sea cave entrance from the water, requiring a successful DC 15 Wisdom (Perception) check. The sea cave is impossible to spot from above. The cave entrance is right at sea level, under an overhang, and is 90 feet below and 60 feet southwest of the entrance to the ruins above. The cliff is not sheer but is steep and considered difficult terrain.

15. SEA CAVE

The sound of waves breaking at the entrance of this cave creates a near constant drone as the water swirls around tumbles of rounded cobbles, slick with green algae and lining the floor. Small fish dart through the cold, clear water while starfish and small crustaceans cling to the rocks.

Long ago, this cave was completely submerged, and Ankeshel scientists used it to launch expeditions into the undersea canyon beyond. Now, it has 1–5 feet of seawater swirling about its uneven floor. As such, the whole area is difficult terrain.

Glass Gator Lair. The central chamber is dominated by the skeletal bronze frame of an ancient submersible, destroyed by the ravages of time and seawater. It is now the nest of two **glass gators** (see *Tome of Beasts*) who are waiting in stealth to ambush any hapless prey that comes along. This submersible cannot be repaired, but a tinker could study it for 3 months to create a working prototype, though it would need a source of power and air to operate.

Treasure. Sitting in the submersible's rotted-out control

seat is an ancient pilot's skeleton, encrusted with barnacles and mussels, wearing a rotted suit with three salvageable dive components.

The key to the console in area 6 dangles from a control box in front of the pilot.

16. ANCIENT DIVE PREP

The hollow sound of crashing waves is very distinct here. The room is lined with ancient cubbies carved into the walls and heavy stone benches arrayed around the tiled floor.

This is an old staging area for expeditions. Among the rotted dive suits are three salvageable dive components. The northern doorway frames a faintly glowing magic field that is holding back 3 feet of swirling water in the sea cave beyond.

17. ANCIENT DIVE LOCKER

The walls are lined with shoulder-shaped racks that now hold the remains of several strange bronze suits. The shells of a few crabs are scattered on the floor, recently eaten after being cooked on a tiny campfire.

This was a dive storage locker for the ancient crew.

Missing Child. The 10-year-old, Dimitrios Palas (LN human **commoner**) with one level of *exhaustion*, has been hiding out here since escaping the ambush in area 4. He remembers stumbling in the dark, down some stairs, being swooped upon by something in a large room (area 7), and following the sound of the ocean down more stairs to this area. He tried escaping through the sea cave but spotted the glass gators there. He managed to catch some small crabs through the magical field. He's weak and will beg the party to help him get out. He's good at following directions but won't agree to anything dangerous.

Dive Harnesses. There are several rotted dive harnesses here from which two salvageable dive components can be scavenged. Diagrams etched into the walls allow anyone to rebuild four *vril dive harnesses* (see Appendix) from the sixteen salvageable dive components found throughout the facility.

Conclusion

Ending the adventure depends on the party's goals. If they accepted the mission to save the boy, Isidora and Kostas will pay them the promised price (20 gp) when their son is returned. Whether this is refused or not, they will offer to feed the party an excellently prepared shrimp stew at their simple coastal home. If hired by Ronvaldr to get the battery, he will make good on his offer. Otherwise, if word gets around that the party got the battery, they will receive offers to buy it from Ronvaldr and Scratch the Fence, among others at the GM's discretion.

Onward and Downward. Extracting Ankeshelian relics from the ruins takes time, and the party might want to spend some downtime extracting all they can. Depending on how they contended with the Grave Raiders, the cart and packing crates are still present for carrying their findings to market. The ruins are unclaimed and could conceivably be converted to a base and the lighthouse rebuilt. Challenges could include dealing with the flooding in the lower levels, restoring Unit Two as a potential robotic butler, and reconnecting the vril power systems throughout the base. With four rechargeable *vril dive harnesses*, a portable *vril dive harness charger*, and the *Undying Vril Battery*, the characters could also choose to seek out the underwater canyon beyond the cave and find out what the ancient civilization was investigating in the depths.

A Dish Unserved. If Despina Grave was able to escape, she will be interested in revenge on the party to at least get back the battery she thinks was rightfully hers.

APPENDIX

All of the new game elements in this adventure are presented here.

New Magic Items

These items may prove useful to resourceful adventurers.

UNDYING VRIL BATTERY

Wondrous item, artifact

This faintly glowing cylinder of polished, blue-green crystal appears to have been grown around a pocket of fluid with thin disks of copper and orichalcum suspended in it. The entire device is covered in a filigreed copper cage engraved with runes and has two thumb screws on either end to connect to vril-powered devices. This item acts as a normal *vril battery* but recharges its 50 charges every dawn.

VRIL DIVE HARNESS

Wondrous item, rare

This harness features a fishbowl-like helmet made of thick glass with a stretchy rubber neck seal. Several adjustable straps and air hoses anchor the helm to an adjustable harness and a heavy, powerpack that sits on the wearer's chest. The powerpack contains a permanent *vril battery* with 50 charges. When underwater, the wearer can breathe for 10 minutes per charge and communicate normally with those around them. It may be recharged by connecting it to another *vril battery* or an appropriate charging device for 10 minutes while exchanging charge for charge. It continues to operate while charging. Any Medium or Small creature may wear the suit.

ORICHALCUM GOLEMS IN MIDGARD

Orichalcum golems were ancient servants and soldiers for the lost kingdom of Ankeshel. Powered by *vril batteries* and forged of orichalcum, plentiful at the time, most of these constructs were lost three thousand years ago, though they can occasionally be found guarding ancient ruins of this once great civilization or wandering the depths of the Western Ocean. The aboleths have been known to hunt down and destroy these constructs, claiming revenge for an ancient betrayal.

VRIL DIVE HARNESS CHARGER

Wondrous item, rare

This bronze case can be worn like a backpack and has four 5-foot-long charging cables. This device can only be used to charge *vril dive harnesses*. One charge from a single *vril battery* placed in the device charges up to four connected *vril dive harnesses* one charge each. Charge time is reduced from 10 minutes to 1 minute.

Monsters & NPCs

There are many foes that seek to block your progress.

ORICHALCUM GOLEM

A gold-colored construct like a heavy suit of armor adorning a living statue rises before you. Tendrils of blue-white lighting trace time-worn runes etched into its ancient carapace as it plods toward you.

Ancient Guardians. Through powerful magic and strange technology, the orichalcum golems were once common protectors of the genius tinkers that made them. The art of creating these perfectly loyal constructs is as dead as the civilization they originated from, but many of these guardians still stand watch over the ruins of their old masters' workshops.

Endless Obedience. While many orichalcum golems were once dynamic and sometimes clever servants, their instructions have worn down over millennia. Most have latched onto a single directive and will follow it until the next few millennia break them down completely. Occasionally a golem loses any logical direction and repeats a single task, such as digging, walking, or even attacking, until some external force puts a stop to it.

Powered Servant. An orichalcum golem doesn't require air, food, drink, or sleep.

ORICALCUM GOLEM

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language of its creator but can't speak

Challenge 5 (1,800 XP)

Ethereal Sight. The golem can see into the Ethereal Plane up to 60 feet, though it cannot affect objects or creatures there.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Deflection. Whenever the golem is subjected to lightning damage, it takes no damage, and the lightning arcs instead to all creatures within 30 feet. Targets must succeed a DC 13 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save or half as much on a successful one. (If there're no creature within range, the lightning dissipates harmlessly into the ground.)

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and if the target is Medium or smaller, it is knocked prone.

Vril Surge (Recharge 5–6). The golem targets one metallic object it can see within 30 feet. Crackling arcs of brilliant blue electricity burst toward the target. The creature, wearing or holding the targeted object, must succeed a DC 13 Dexterity saving throw, taking 27 (6d8) lightning damage if wearing the object and being stunned until the end of its next turn or taking 18 (4d8) lightning damage if holding the object and dropping said object, or half as much on a successful one. If the creature is submerged or standing in more than 6 inches of water, it makes the roll with disadvantage.



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