



FROG GOD GAMES ADVENTURES

THE LIGHTHOUSE OF ANAN MARATH

by Jim Stanton



5TH EDITION
COMPATIBLE

THE LIGHTHOUSE OF ANAN MARATH

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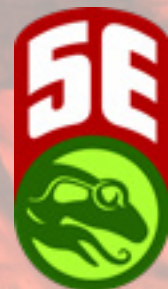
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THE LIGHTHOUSE OF ANAN MARATH

By JIM STANTON

A CHALLENGING SCENARIO FOR LEVELS 4-6 TIER 2 CHARACTERS

INTRODUCTION

From the shoreline of the village of Saemish, waves can be seen tossing their salt and spray upon four small islands: Three are known as the Stepstones while the largest is Anan Marath. A great bridge, aged and deteriorated, spans from the mainland and leads to a tower on each of the smaller three islands before ending at a colossal lighthouse on Anan Marath. The bridge, lighthouse, and towers are made of the deep-green bedrock from beneath the sea that was brought to the surface and shaped with magic 70 years ago by the priests of the Brotherhood of the Sea.

For decades, the Lighthouse of Anan Marath has remained dark and has slowly devolved into a state of disrepair. But now the village council has voted — narrowly and in the interest of re-establishing trade — to restore the lighthouse and clear it of its dark and bloody past. A call has gone out north to Bard's Gate and south as far as Endhome for adventurers willing to clear the edifice and return it and the village of Saemish to their former glory.

BACKGROUND

THE VILLAGE SAEMISH

The outside world rediscovered the small seaside fishing village of Saemish 80 years ago in 3437 I.R. On the far eastern coast at the edge of the Salt Swamps near a small bay lies a stretch of unclaimed land in the middle of the border between Amrin Estuary and Eastreach Provinces. As the roads, particularly Lowwater Road, were rarely used and most fell into the swamp, the village was forced long ago to become self-sufficient. Situated north of the estuary itself and north of Ilthan, and south of the Coast Road proper and Rappan Athuk, Saemish saw little of the patrols sent from Bard's Gate to the north. Fishermen and rice farmers were the predominant townsfolk, but though life was hard, life was not normal in Saemish.

TIMELINE OF SHAEMISH

Unknown: Miru, a truly resplendent saltwater koi fish, becomes trapped in a natural fishbowl higher in the back of the caves near what would become Saemish.

3230 I.R.: Saemish is founded when a small band of refugees from the Matagost Peninsula make their way north during the civil wars that covered much of the area. Mikel Saemish, a devout follower of the Green Father, leads the refugees.

3231 I.R.: Cabins and log halls quickly grow into a sustainable village. Mikel discovers a set of winding crystalline caves below the breakwater that are accessible at low tide and explores them. He finds Miru and begins spending more time in the cave, believing this was a sign from his god.

3232 I.R.: The Green Father takes pity on his faithful follower — by this time, there were few enough left — and passes a small portion of his divinity to Miru as a way to better commune with the clergy. Mikel sang his praises to the heavens and promptly began to codify the new religion.

3312 I.R.: After several raids by gillmonkeys and pirates, Marath Bines arrives and claims to be able to keep the town safe. He is actually a sworn servant of the sea demon Dagon and tricks the villagers into believing he is a follower of Miru, all the while weaving a web of lies. With his increasing age and base cunning, he is able to dominate the town for 125 years. He craved power over the small area and used a dark magic item to expand and increase flooding of the surrounding swampland — much to his delight.

3437 I.R.: Ambar Domeille leads a merchant caravan out of Telar Brindel but becomes lost on the disintegrating Lowwater road before they find Saemish. Marath detains them but they break free and defeat the evil cleric and his minions. Ambar orders the evil-doers hanged on the ancient grounds of the Stepstones.

Ambar stays and rebuilds the village. Using her shrewd business acumen and contacts, she sets up Saemish as a resupply stop between the three major ports Eastwych, Eastgate, and Telar Brindel. Ambar's plans work and trade blossoms. The village becomes a town.

3447 I.R.: Ambar uses a large portion of her fortune to build a great lighthouse on Anan Marath as well as a bridge running to Sybaris, Rikath, Kharis, and all the way to the mainland. The work is completed within a year thanks to the magic of a group calling themselves the Brotherhood of the Sea. Trade swells, and Saemish grows.

3452 I.R.: The Brotherhood of the Sea is revealed to be cultists of Dagon. Ambar leads the Saemish militia to storm the lighthouse. Dagon's cultists abandon the lighthouse and escape through secret tunnels they constructed under the edifice. With the lighthouse's light put out, two ships run aground, destroying the cargo and killing the crew. Trade stalls. Renovations to the lighthouse halt. Over the next two generations, more residents leave to look for greener pastures.

3458 I.R.: Ambar Domeille passes away with the village and lighthouse never regaining their short time of glory.

3500 I.R.: Pirates and bandits begin raiding again. The remaining Dagonites recruit passing pirates and offer the use of the large hidden inlet in Anan Marath.

3517 I.R.: More news of the outside reaches the ears of the village council. Trade flourishes between ports, and distant ships are seen passing the cove and lighthouse. Saemish is on the edge of failing. The council decides to put out a call for adventurers to clear out the lighthouse so it can be lit once again.

Saemish was founded in 3230 I.R. when a small band of refugees from the Matagost Peninsula made their way north during the civil wars that covered much of the area, including Suille. The refugees were led by Mikel Saemish, a devout follower of the Green Father — a primordial deity of Foerdewaithe origin. Mikel discovered a beautiful cove filled with fish, four islands, and a stretch of land where rice could be farmed despite the marsh. Declaring it home, the group constructed cabins and the community quickly grew into a sustainable village that his followers named after him. One day while out exploring the shoreline, Mikel discovered a set of winding crystalline caves below the breakwater that were accessible at low tide. He and several other men from the village began to explore them; they eventually found what Mikel deemed a gift from the Green Father.

That gift he named Miru, a truly resplendent saltwater koi fish that was trapped in a natural fishbowl higher in the back of the caves. Nearly nine feet long and with scales that glimmered in shafts of light from above, Miru was truly a specimen of the power of nature to adapt. Believing that Miru was a sign from his god, Mikel began spending more and more time in the cave. While this wasn't the intention, the Green Father passed a small portion of his divinity to Miru as a way to better commune with his clergy. Mikel sang the Green Father's praises to the heavens, and he promptly began to codify the new religion of Miru in what would become the sacred texts known as *The Tenants of Miru the Blessed*.

Several generations passed, and while Saemish did not thrive, it somehow survived. Being unclaimed wilderness, threats abounded on all sides, with no lord to keep the villagers safe through might of arms. Pirates and the occasional bandit from Lowwater Road were easily dealt with, but gillmonkeys and undead from the sea and marsh were a dangerous threat to the insular and superstitious townsfolk. Finally, in 3312 I.R., Marath Bines, a sworn servant of the sea demon Dagon, arrived and claimed he could keep the town safe. He tricked the villagers with a web of lies into believing that he was a follower of Miru.

Marath prolonged his mortal lifespan using dark rituals involving human sacrifice and a great heresy known as "The Tenth" — a process that funnels a portion of divine energy to Dagon and his follower instead of the deity for which it was intended (Miru, in this case). With his longevity and base cunning, he dominated the town for 125 years. He craved power over the small area and used a dark magic item known as the *Drown Ring* to flood the surrounding swampland to please Dagon.

It was no small luck that saved Saemish from a dark doom. Eighty years ago, a merchant caravan out of Telar Brindol led by Ambar Domeille, a young woman of shrewd confidence and an aptitude for magic, became hopelessly lost in the Salt Swamps where Lowwater Road had disintegrated into the mire. The caravan was heavily laden with silks and honey from the giant beehives of the south. Ambar originally planned to skirt the edges of the Salt Swamp but her old maps did not account for the massive swamp's recent expansion due to Marath tampering with the *Drown Ring*. Thinking to cut time off of her route, she bullied the caravan masters and hired swords into cutting through the swampy morass.

The caravan floundered for three weeks in the muck and dark water. Together they fought off the creatures of the swamp and eventually stumbled across the muddy remains of the Lowwater Road, mostly crumbled and flooded but still serviceable. Two days later, the beleaguered caravan reached Saemish. Ambar and her hired swords quickly sensed something was wrong but Marath and his ensorcelled minions captured them. A jailbreak and fierce battle ensued, during which Ambar herself captured the evil priest and his three most powerful minions: cultists of Dagon named Sybaris, Rikath, and Kharis.

Finally, the village was free of Marath's spells. A large gallows was erected on an island several hundred feet out into the Sinnar Ocean as well as on the three closer, smaller islands known as Stepstones. There, Marath and his followers were unceremoniously strung up. Over time, the islands became known for the villains who were hung on their

shores: Anan Marath, Anan Sybaris, Anan Rikath, and Anan Kharis.

Ambar spent the next several months rebuilding the village. Shrewd businesswoman that she was, she envisioned the small town as a trade mecca and made good on her promises to bring riches to the town. Goods from nearby islands and the swamp — including rare purple banana-like fruit called "panke" and the coveted ruuwood of the swamp — could be brought to ships through the rebuilt roads through the Salt Swamp then loaded onto ships for every major port on the ocean. Ambar's plans worked, trade blossomed, and the town prospered and grew. It was quickly apparent that the rocky seabed was dangerous, and as newer captains attempted to navigate the shallows between the isles, more and more ships risked running aground. Ambar used a large portion of her fortune to build a great lighthouse on Anan Marath, with a bridge running to Sybaris, Rikath, Kharis, and then all the way to the mainland.

THE LIGHTHOUSE

A group of priests calling themselves the Brotherhood of the Sea undertook the task of building the great lighthouse 10 years after Ambar came to Saemish. It was her biggest success and her greatest failure, all in one. Thanks to the magic of the Brotherhood, the towers of the lighthouse soared within a year. For the next five years, trade blossomed to heights previously unknown in Saemish and, indeed, in the surrounding region.

After five years of peace and prosperity for Ambar and her new home, disaster struck. It was discovered that the Brotherhood of the Sea was nothing more than the cult of Dagon rearing its fishy head once again. The militia, now led by Ambar herself, stormed the well-fortified lighthouse, and blood spilled on the islands once again. Dagon's cultists abandoned the lighthouse as rats abandon a sinking ship in a storm, some swimming away through the rough seas, others escaping through secret tunnels constructed under the edifice.

One high priest of Dagon remained behind. He entered the great stairwell, locked the portals behind him, and extinguished the beacon. He then climbed to stand on the catwalk high above. As he hurled curses down on the invaders and invoked the vile demon prince, he slashed his palms and threw blood into the saltwater far below. In the courtyard, Ambar spied him and spoke words of power to send a fireball streaking up toward him. The blast lifted him from the lighthouse peak and threw his body, along with the keys to the great doors, into the sea. Unfortunately, the ritual was complete, and an enormous wave crashed down upon the island, soaking it entirely and killing many of Ambar's men.

From then on, it was believed the island was cursed by Dagon and to be avoided if one wanted to live. With the lighthouse beacon put out, two ships soon ran aground, destroying the cargo and killing the crew. Caution and no small amount of fear crept in, and it kept the merchants and traders away. With trade stalled, the lighthouse renovations halted. Despite her best efforts, Ambar died poor and tired in a village that was once more a simple fishing village.

Saemish did not totally disappear though. As the years moved on, the more it returned to its roots, becoming once again a plain, self-sufficient fishing village. No more did the great ships sail in, and soon, the beacon at the top of the lighthouse was forgotten and never relit. As time passed, old superstitions regained their hold on the common man, and the lighthouse and Anan Marath became a place feared and avoided. Unknown to the populace of Saemish, many of the brotherhood escaped into the watery tunnels below the island. As years passed, pirates discovered the cove. Hidden from the shore, they docked at night, set up a base, and parleyed with the remaining priests of Dagon.

Eventually, the sea surges knocked portions of the soaring bridge down, and nature asserted itself, eroding much of the edifice. It now lies in ruin, but Saemish lives on.

ADVENTURE BACKGROUND

The Saemish Village Council hires the characters to clear the Lighthouse of Anan Marath of the evil that resides within. Sea trade has been brought to a halt, and the remote village will soon be bankrupt if nothing is done. The locals need access to the lighthouse to begin repairs and to relight the beacon and allow for the safe docking of ships. Yet fear and superstition keep the villagers squarely at home on the mainland.

Some believe that the Cult of Dagon has taken a foothold within the lighthouse again as the occasional acolyte emerges from the sea and proselytizes the greatness of Dagon before disappearing just as mysteriously. Others have seen pirate ships approaching Anan Marath on clear, moonlit nights, and there is always the danger of the ocean itself: sea monsters, watery dead, and other creatures bent on drowning the living.

All sorts of dangers can be found in the lighthouse. The Brotherhood of the Sea never fully left the lighthouse and even now hide in the sea caves beneath Anan Marath. They recently made a tenuous truce with the pirates who now share the island. The pirates use an underground beach to dock beneath the lighthouse to weather storms, to offload plunder from merchant ships sailing the sea trade routes between Eastwych and Telar Brindel to Eastgate, and as a staging point for raiding small villages up and down the coast. The pirate captain humors the priests by allowing them to proselytize and attempt to convert his crew to Dagon, although only rarely does he lose one of his men to the cult. He considers it a fair trade for the shaky harmony that exists and otherwise assumes he would lose many men in an all-out war and would then have to defend against reprisals. Besides, angering a water god is never good for pirating. The pirates and the Brotherhood of the Sea fiercely defend their stronghold, cooperating with each other as needed to eliminate any threat to their island sanctuary.

The council entices the characters by sharing a rumor that pirates store their loot within the lighthouse, and the council makes no claim on any treasure recovered. The council also promises a 1% share (split among the characters) of future trade profits (biannually for the next five years) for cleansing the lighthouse; 2% if they ignite the beacon during their foray. (The characters need to return to the village to collect their profits, and the amount is to be decided by you.)

HIERARCHY OF KEY NPCs

THE BROTHERHOOD OF THE SEA

Sir Keven, High Priest of Dagon: Keven is the ultimate authority of the Dagonites in Saemish. He is often in personal contact with the demon lord through watery dreams of doom.

Cordon Fain: Cordon is the “face” of the Dagonites to the lesser clerics and the pirates. He runs the upper shrine of Dagon and the chapel on the ground floor.

Cleric Lackeys: A varying number of cleric lackeys report to Keven. They travel up and down the Sinnar Coast and stay in touch with the other cults (particularly those of Orcus and Tsathogga) who reside in the area.

Dagonite Soldiers: Dagonite soldiers are (or were) pirates who fully embraced Dagon’s cult. They left the pirates, and now stay and defend the lighthouse at all times, eschewing their former lives.

Commander Bors Davarion: Officially part of the Brotherhood due to his long-ago betrayal and curse by Dagon, he hates everyone and everything equally.

Creatures: Sir Keven’s personal bodyguards are an aboleth and a monstrous crayfish; additionally, the clerics animated several aqueous zombies.

FOLLOWER OF ORCUS

Jens: Jens is a cleric of Orcus who is new to the area. He was sent by the powers that be in Rappan Athuk to forge an alliance with the Dagonites.

PIRATES

Captain Roga: The captain terrorizes the area by waylaying merchant ships along the trade routes and by raiding small villages up and down the coast, focusing his efforts around Amrin Estuary. He brings the loot back to the lighthouse before distributing it to the most profitable merchants of the black market. He is wary of the Dagonites and prefers to stay at sea.

Buck: The first mate and leader of the pirates at the lighthouse.



CHAPTER 1: THE STEPSTONES

The locals know the three smaller islands as the Stepstones, for that is how they appear: small footholds of land leading out toward the larger island of Anan Marath. Before the towers and the bridge were built, the townsfolk captured and executed the heads of the area's cult of Dagon on gallows poles erected on each island. Now, they are mostly barren expanses bearing little more than the towers that support the bridge. Each island is now known by the name of the cultist hung there and the word *anan* (the old Common word for "island"): Anan Kharis, Anan Rikath, and Anan Sybaris. The largest island, which also holds the lighthouse, is Anan Marath.

No random encounters occur on the bridge, but there is a small chance of an encounter on the rocky islands themselves. Roll 1d6 for every thirty minutes the party is outside on the islands. On a 1, roll 1d4 on the table below:

1d4 Encounter

- | | |
|---|------------------------|
| 1 | Giant crab |
| 2 | 1d6 gillmonkey raiders |
| 3 | Sea lion |
| 4 | Large wave |

Crab, Monstrous: A **giant crab** pulls itself up out of the salty depths, its claws snapping erratically. The beast is hungry and flees if brought to fewer than half its hit points.

Gillmonkey Raiders: A small band of gillmonkeys^B in search of food — preferably some fish or a fisherman who has braved the bridge — clamber up onto the shore.

Sea Lion: A large sea lion (use **reef shark** but remove Water Breathing and add a Speed of 20 ft.) suns itself on a rock. It attacks only if threatened or provoked, preferring to enjoy the sunshine and warm rock.

Large Wave: succeed on a DC 14 Strength saving throw

A NOTE ON LABELING

Each area or level is noted with a designator as follows:

- | | |
|----|--|
| D | Deep caves |
| L | Lighthouse of Anan Marath rooms |
| S | Towers, bridges, stepstones, and shoreline |
| SC | Sea caves |

S-1. THE SHORELINE

The statues of two tall sailors flank the great stone bridge. They wear small daggers on their belts and hold spyglasses pointed out toward the sea. Each stands on a five-foot-tall dais of dark green sea stone that was dug from far beneath the waves and shaped by the magic of the Brotherhood of the Sea, who were actually cultists of Dagon inhabiting the Lighthouse. Salt hangs heavy in the air, and the crash of waves constantly booms up and down the coast. Small pools of cloudy surf mixed with rainwater are scattered about.

Unknown to the general populace of Saemish, a hidden compartment in the southern dais holds an old scroll that was saved for emergencies. It is in a stoppered scroll case sealed with wax to keep the elements out.

This can be found with a successful DC 16 Intelligence (Investigation) check while searching the statue. The *spell scroll* contains *light* and *continual light*.

S-2. THE BRIDGE

Fully 20 feet wide and glistening with salt and spray, the bridge arcs out over the bay to the first Stepstone. Moss and small patches of mold cover the dark green stone in places. Salt cakes the crevices, leaving odd lumps and shapes. Small rivulets of water pool on the shore. Wind buffets the bridge. Topping the rise in the center reveals the first tower almost 250 feet ahead.

S-3. KHARIS TOWER

The first tower rises 20 feet above the rocky shore of Kharis Isle. Scrub and surf can be seen below. The bridge leads to the tower's square, crenellated roof. The crenels create a small, waist-high wall. It measures about 40 feet on a side and appears surprisingly intact but for a closed and rotting trapdoor in the floor. The bridge continues to the north, though it appears to be in worse shape farther along, with parts of it crumbling.

The rotted trapdoor is stuck, but can be open with a successful DC 10 Strength check. The crumbling bridge to the north leaves only 5 feet of walkway.

S-3A. KHARIS TOWER INTERIOR

Kharis Tower is hollowed out below the rotted trapdoor. All that remains is a twisted metal stairway that leads 20 feet down to a sandy floor that looks to have flooded at some point in the past. The bones of small animals, fish, and other larger creatures stick out of the humps of sand covering the floor. Several wine bottles appear to have been buried in the sand along the north wall. A single doorway stands in the south wall, the door long missing.

This place has recently become the lair of a group of 3 **giant crabs** that surprised the village drunk, an old man named Cooter who found Kharis Isle to be a good and free — and final — place to bed down. Due to their coloration and ability to crawl under the sand, these monstrous crabs have advantage on Stealth checks made to hide in ambush.

Digging through the sand reveals Cooter's bones, 54 cp, and a single unopened bottle of wine worth 50 gp.

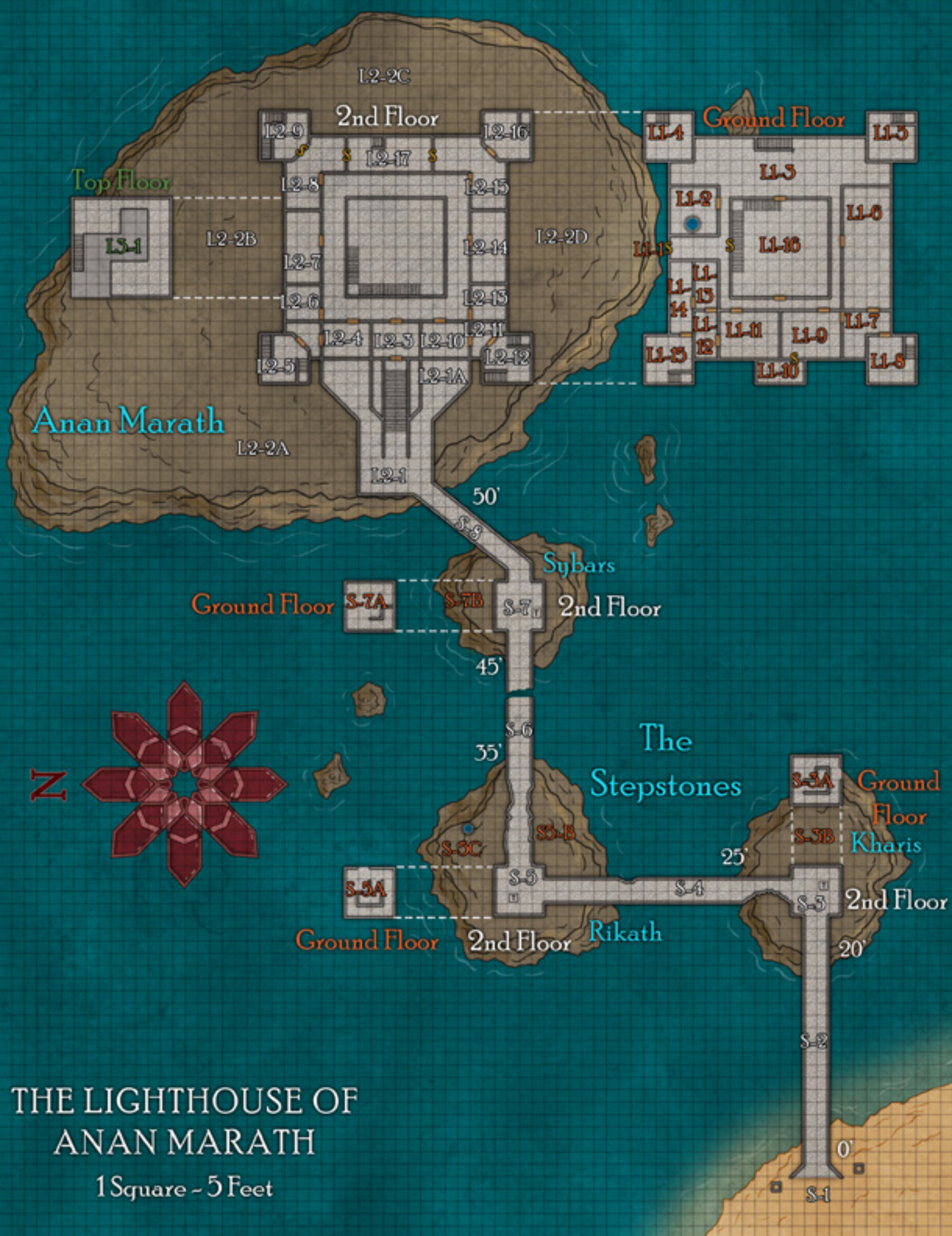
S-3B. ANAN KHARIS

Anan Kharis is little more than a rocky protrusion rising a few feet above the waves. Stunted weeds and dried kelp show signs of occasional flooding among the damp rocks. Large patches of algae grow in the cracks and crevices around the isle. The water depth is about 3 feet but rises to 30 feet farther from the isle, where it drops steeply.

Unlike normal random encounter chances, exploring the isle for more than 10 minutes draws 2 **giant crabs** out of the waves.

S-4. THE BRIDGE (PART II)

Arcing up and away from the tower on Kharis, the bridge soars 30 feet above the waves and toward a nearly identical tower on Anan Rikath. Two sections of the bridge were badly damaged during the town militia's attack on the lighthouse and further by the elements, which leaves less than a 5-foot-wide section that must be crossed.



The ever-present algae make the bridge slick. The sections are safe to cross, though anyone running must succeed on a DC 14 Dexterity (Acrobatics) check or crash to the waves below and take 7 (2d6) bludgeoning damage.

S-5. RIKATH TOWER

Rikath Tower is in bad shape. The salt, spray, wind, and sun combined to wear down much of the tower and island below. As with Kharas tower, the bridge leads to a 40-foot square tower top. The trapdoor leading down has completely rotted away to leave a dark hole in the floor. Thick strands of oily webbing cover much of the exterior of the tower and the ground surrounding it.

S-5A. RIKATH INTERIOR

Peering into the hole reveals spiral stairs shrouded in more webbing. Anyone not taking care to remove the sticky strands before venturing down becomes entangled and quick prey for the 5 **giant spiders** below.

Some small treasure, the tattered and dried husks of creatures, and the skeletons of two men can be found on the floor once the webs are removed. The easiest way to do this (and to remove the spiders as well) is to set them alight. If lit with a torch or similar implement, the webs ignite and burn for 1 minute, dealing 3 (1d6) fire damage per round to anything or anyone in the tower. This creates a thick, oily smoke that wafts up from the tower and is visible from the other islands and the shore.

Treasure: Scattered among the webs and skeletons are 155 cp, 65 sp, and 35 gp. Digging through the sandy floor uncovers a small golden statue of a sailor (worth 150 gp) identical to those statues flanking the bridge at **Area S-1**.

S-5B. ANAN RIKATH

Webs cover large portions of the outer section of the tower and strangle what few blades of grass and weeds poke up out of the rocky land. Three 10-foot-high piles of rocks are scattered about.

The easternmost pile of rocks hides a secret entrance below shifting rubble. It can be found with a successful DC 17 Wisdom (Perception) check. Below the shifting rock is a chute that drops 30 feet to a cramped watery tunnel that leads east, farther out to sea.

S-5C. SECRET TUNNEL (OF DANGER)

This cramped tunnel runs east under the floor of the sea some 350 feet and up into the rock of Anan Marath where it connects with the flooded lower section of the lighthouse (**Area L1-12**). Water leaks from the ceiling and muddy walls to form pools of various depths. Halflings find themselves near waist-deep at points, but the structure is sound. After winding into the rock of the island, characters find themselves below a stone plug in the ceiling. It takes a combined 30 points of strength (or a successful DC 30 Strength check) to pull the plug, which sits at the bottom of 25 feet of water. The water immediately surges down into the tunnel when the plug is removed and fills the cramped space below for 10 minutes. Characters must succeed on a DC 13 Strength saving throw or be swept down the cramped tunnel, taking 3 (1d6) bludgeoning damage. Those who succeed on the saving throw may attempt a DC 13 Strength check to pull themselves out of the rushing water and into the room beyond.

S-6. THE BRIDGE (PART III)

The bridge between Anan Rikath and the tower on Anan Sybaris is crumbling. It is only 5 feet wide at some points, but it is well above the spray from the waves. About 130 feet ahead, a 5-foot-wide gap in the bridge separates the two towers. Anan Marath and the lighthouse

tower above on the eastern skyline.

As with the previous section of bridge, there is no danger in crossing the narrow sections as long as the characters are not running. If the characters try to jump the gap and are being incautious, they must succeed on a DC 13 Strength (Athletics) check to leap the gap successfully. Those who fail can attempt a DC 14 Dexterity saving throw to grab the edge of the bridge to avoid falling; failure means they fall into the rocks and waves below and take 7 (2d6) bludgeoning damage.

S-7. SYBARIS TOWER

When viewed up close, Sybaris Tower shows some small signs of repair. The trapdoor is made of sturdy, fresh wood, and the crumbling crenels have been shored up. Several wooden planks, long enough to bridge the gap, are hidden behind the low wall alongside a small steel bucket with nails and a hammer. The bridge continues on and up toward the lighthouse and Anan Marath.

S-7A. SYBARIS INTERIOR

The trapdoor leading down is in good repair, as are the stairs beneath. Several cracks in the walls are sealed with pitch, and six cots and a small firepit stand on the sandy floor below. They appear to have been used recently, probably within the last week.

The pirates and cultists from Anan Marath use this as a guard post when they fear incursion from the town. If this is the characters' first visit, no one is on guard; otherwise, 6 human **bandits** can be found here, often with one hiding behind the crenel and keeping watch.

If the pirates are indeed here, characters can loot 32 sp, 6 short swords, and 6 suits of leather armor.

S-7B. SYBARIS ISLE

A few tufts of grass protrude amid the rocky island landscape here, and the algae and dampness are less predominant. The smallest of the Stepstones, there is little to make Sybaris interesting, except perhaps the view of the shoreline and the larger island to the east. Characters studying the shoreline can pick out Saemish as well as the Undertide Caves to the south. Those studying Anan Marath may notice strange ripples and eddies around the rocky base of the island where it meets the water on the southern edge. A cleverly hidden cove leads to an underground inlet and **Area SC-1B**.

S-8. THE BRIDGE (CONCLUDED)

The Stepstones are left behind as the bridge arcs a full 50 feet above the waves. The lighthouse, a grand keep with four towers at its corners and a massive square green stone tower, rises 150 feet. Its peak is dark. The crash of the waves below fills the air, and a majestic entryway can be seen ahead.

The lighthouse towers some 150 feet over the shore of the great island. The great central tower is of deep green sea stone, while the curtain walls and exterior towers are a slate gray that is deeply pitted with age. While the edifice has never had to withstand a sustained assault from the sea, it has weathered a major battle within its halls.

The lighthouse is divided into two floors, plus the central tower and the watery caves beneath. The grand entrance is raised and leads into the upper floor. The only entrance to the lower floor is the stairs or the secret sally port along the north wall. Groundwater surging up from the caves below floods the northwestern section of the lower floor.

CHAPTER 2: THE LIGHTHOUSE OF ANAN MARATH

THE UPPER FLOOR

L2-1. THE GRAND ENTRY

The final bridge ends at a large raised landing that spreads out about 50 feet wide and widens farther to the east. A 10-foot-wide set of stairs leads to a large raised platform and a pair of doors leading into the lighthouse. A low stone overhang shrouds the doors in shadow. Two statues of sailors, their arms outstretched toward the sea as if in supplication, flank the stairs. Close inspection of the statues reveals eerie smiles on their faces, which lend a sinister feeling to the stone statues. A strange set of doggerel is inscribed in the stone with crude purpose:

*Praise Dagon in all his glory. Each day at moonrise, a cup
of seawater must be imbibed.
Kill not your fellows, lest you be killed.*

Anyone trained in Religion may know that this is a portion of the dogma of Dagon and is often attributed to the Tyla — barbarous women servants of the demon god of the sea. This is also a clue to opening the doors. When the Brotherhood of the Sea created the lighthouse, they took steps to ensure that only those who followed Dagon would have easy access.

An old wooden ladder leans against the landing on the northern edge and leads down to the rocky island below. The ladder is in good shape, and the cultists and buccaneers who inhabit the lighthouse often use it to reach the secret entrance and to avoid the dangers of the overhang.

L2-1A. GREAT DOORS AND GREEN SLIME

The shade under the overhang is deep. The great doors are fully 10 feet tall and of sturdy ruuwood. The overhang is a 12-foot-deep dark green stone edifice. No keyhole or handle is visible on the doors, and the ground here is pitted and scoured.

As noted above, only those who have imbibed a cup of seawater can open the door with a simple, easy push. Unfortunately, a **green slime**^B resides on the overhang and is well hidden against the green stone. It drops on any creature passing below it.

L2-2A. WESTERN EDGE

Rocky ground stands well above the surf here, and the formerly majestic bridge can be seen from the underside. It is even more impressive as no supports are visible, and despite the gaps, it still retains a strength lent by magic decades ago.

L2-2B. THE PLATEAU

The plateau of stone spreads out to the north, with the lighthouse looming over the plain. The secret door that leads to the lower level of the lighthouse can be found with a successful DC 15 Wisdom (Perception) check. At dusk, the DC for finding the secret door drops to 10 as the pirate guard stationed here often cracks the door and smokes his pipe as he watches the sunset to the west.

L2-2C. THE ANAN

Surf from the great waves of the ocean sprays up along this side of the coast. The constant rumble of water below creates odd booming and echoes that make part of the island sound like a hollow drum.

Small tufts of grass grow here in soil lodged amid the rocks. Seagulls whirl constantly above the island. The expanse of the ocean extends out to the eastern horizon. To the west, choppy water strikes the Stepstones and rushes toward shore. Twenty feet up the southeastern curtain wall near the southeast tower (**Area 2-15**), an arrow slit appears to have been damaged. Heavy spider webs cover the opening and part of the wall around it. There is a 1-in-6 chance of the spiders inside noticing anyone who approaches the arrow slit.

L2-2D. THE SOUTHERN EXPANSE

The southern edge of the island is mostly barren, dry rock, windblown and eroded. At the far southwest extent, the booming of waves seems to echo from somewhere below. A lone tree ekes out an existence in a small patch of soil, barely able to sustain its leaves. A single strong branch juts out and bears marks and a frayed rope from some long ago hanging.

L2-3. CLUTTERED ROOM

The eastern door is rotted wood that opens easily. Crossing the room is more difficult as it has been stuffed with all manner of furniture: bunks, tables, chairs and couches are stacked haphazardly, some as if they were literally tossed in here and left where they landed. A character walking through the room must succeed on a DC 15 Dexterity check to avoid drawing a random encounter as a stack of chairs falls or a precariously perched table tumbles over.

The room is thick with dust. It is rarely used thanks to the green slime outside the main entrance.

L2-4. RATS!

The eastern door to this room is boarded up from the hallway side. Opening it requires tools (crowbar, hammer, etc.) or it can be burst open with a successful DC 15 Strength check — though both of these make enough noise that a wandering monster check should be made.

The large room was once a barracks or guardroom, with rotting cots standing against the walls and arming dummies sitting in the corner. The floor is barely visible though, as mounds of torn up vellum, blankets, pillows, straw, and anything else that could be shredded have been scattered about. An iron door to the north is closed and *arcane locked*.

A small pack of 14 **giant rats** make its lair here, having burrowed up from below when the level flooded. Thus, several holes are under all of the shredded junk, and anyone rushing into the room must make a successful DC 14 Dexterity saving throw to avoid getting their foot caught in one of the hidden rat tunnels. This causes 1 hp bludgeoning damage and the character's Speed is reduced to zero. A Character can use an action to extract their foot.

Treasure: A full 10 minutes of searching reveals a broken sword pommel with an inset garnet worth 200 gp.

THE LIGHTHOUSE OF ANAN MARATH

Basement 1 - The Sea Cave

1 Square - 5 Feet



L2-5. THE TOMB OF COMMANDER DAVARION

The single entrance to this room has been under the effects of an *arcane lock* for the last 65 years. Stairs once led down but they collapsed and are filled with rubble. Beyond, tattered tapestries depicting various scenes hang from the walls: glorious sunrises dominated by the lighthouse in its prime, a large ship from the Kingdom of Oceanus, and a trio that show the early villagers of Saemish fighting off the pirates and wayfarers that plagued the coast in the Battle of Undertide.

All the furniture in the room is pushed against the walls, leaving the center of the room bare. Melted puddles of wax that were once candles ring a pentacle and circle on the floor drawn in white powder and aged salt. Seated in the center of the circle is Commander Bors Davarion, who was cursed into undeath by his following of the Brotherhood of the Sea. He still wears the tattered regalia of his time as a commander in the Oceanus Navy — a sharp jacket with a high collar, a short cape, and what was once a jaunty captains' hat — but his features are twisted and his skin taut, giving him a near skeletal appearance. Most alarming are the two rubbery tentacles growing out of the sides of his face that wither and writhe in his undeath.

Close inspection of the pentacle and a successful DC 15 Intelligence (Arcana) check reveal that it was broken long ago and is not useful to hold the creature.

During the battle to remove the Brotherhood of the Sea from the lighthouse, Davarion fled despite his oaths to Dagon and the Brotherhood. He hid in his quarters during the fighting and was cursed and struck down by the vengeful demon god of the sea to rise again as an **aqueous wight**^B. Even as he died, tentacles of the sea burst from his skin, and rage and strength flooded him. He rejoined the fight, but it was already too late. Ambar Domeille herself drove him back to this point where she used her spells to create a magical circle of protection to lock him in place as they were unable to defeat him. Despite her best efforts, the circle was flawed, but the *wizard lock* on the door has held over the years.

As decades passed, the rage leached out of Davarion and now he simply wants to leave. When the characters enter, he parleys and pretends to be trapped by the circle until he can slip past them and flee. If attacked, the rage returns and he fights until destroyed or the party flees.

L2-6. STOREROOM

Piles of lumber have been stored here. Thick cobwebs hang above but there is no danger.

L2-7. TRAINING

The wooden door to this room is swollen and stuck.

This large room appears to be an old training ground. Rotted arming dummies, archery targets, and axe blocks are scattered about. A serviceable longsword and warhammer can be found among the cobwebs.

L2-8. PIRATE GUARDS

The heavy wooden door to this room is locked. It can be opened with a successful DC 17 Dexterity check with thieves' tools or a successful DC 18 Strength check. If checked for noise, the rough laughing and carousing of pirates can be heard beyond.

This large L-shaped room has an odd angle at the northeastern corner that is covered with a mural of Miru, the local fish goddess. Several tables have been set up and are covered with coins, dice and cards. Fresh foodstuffs have been stacked against the western wall, and light flickering from candles and torches casts odd shadows.

Two secret doors are here, one to the north and one to the south. The northern secret door can be opened by pressing the eye of Miru. The pirates have not discovered this secret door. The southern door is made to appear as part of the paneled wall and is locked. A sliding panel hides the keyhole. The trigger for the northern door and the sliding panel can

each be found with successful DC 18 Wisdom (Perception) checks, and the lock to the southern door can be picked with a successful DC 18 Dexterity with thieves' tools.

Standing watch here are 4 pirate guards (use **thugs** with scimitars instead of maces). Despite this being the only entrance to the upper level that the bandits use, they are very lax and are surprised unless excessive noise is made opening the door. Their leader keeps them here in six-hour shifts. Though these pirates work with the cultists of Dagon below and attend services, they have not yet "bought in" to the evil religion.

Treasure: Scattered about the tables are 52 sp and 49 cp. One bandit carries the key to the secret door to the south.

L2-9. MONEY FOR NOTHING

A prominent set of stairs runs up to the level above and a set also runs down among piles of rubble. A small leather sack leans against the wall next to the door and is filled near to the brim with 100 sp. Faint light filters in through arrow slits along the stairwell.

L2-10. LOCKED ROOM

The stone door to this old guardroom is locked, and the key was lost long ago. It can be opened with a successful DC 19 Dexterity check with thieves' tools or a successful DC 21 Strength check. The bandits and cultists below never bothered to open it. Faint light filters in through arrow slits, and murder holes adorn the north wall. Several barrels of spears with rotting shafts have been pushed against the walls.

L2-11. GUARD CAPTAIN'S ROOM

Once the rather spartan chamber of the captain of the guard, an old dust-covered bed and wardrobe stand along the wall. Rotting, once-fine clothes and piles of bedding have been stuffed into the wardrobe. An odd-angled wall contains a door that leads to the southwestern tower.

L2-12. STIRGES' NEST

This partially collapsed tower has no upper floor. Support beams are visible among the masonry above, and the stairs that once climbed to the floor above end about halfway up the tower. A large nest of sticks, bones, tufts of grass, and seaweed is suspended over the support beams. Stairs leading to the lower level are partially clogged with fallen rubble.

The nest is the home of 12 **stirges**.

Treasure: The stirges have gathered quite a small batch of shiny goods, but the nest must be reached (25 feet up) or dislodged to acquire any of it. In the nest are 227 gp and five 50 gp gems.

L2-13. LOG ROOM

Racks filled with old, rolled up parchments and scrolls line the walls. Several stoppers of long-dried ink rest upon a table next to a trio of rotted quills.

The scrolls date from 3447 I.R. to 3452 I.R. when the lighthouse was active. They detail a tremendous amount of shipping invoices, taxes, and accounts for such a small village — it is clear this was one of the most used stopovers on the trip from Endhome to Eastwych.

L2-14. EMPTY ROOM

Twelve rotted bunks are lined up in this room, each with an open footlocker at its foot. All are empty.

L2-15. SPIDERS!

This heavy wooden door has been boarded over. It requires tools (crowbar, hammer, etc.) or a successful DC 17 Strength check to burst open.

Thick, ropy strands of webbing fill this room. The strands cover an oddly angled wall and old furniture. A door flanked by piled metal urns stands in the angled wall. A crumbled arrow slit in the eastern wall lets light in from the outdoors. The 2 **giant spiders** here are intelligent and hungry.

Treasure: Five of the stacked urns hold 5148 sp (about 1000 coins in each). The sixth urn holds 533 gp. The seventh urn holds 3 *potions of healing* that dried over the years and must be mixed with wine to safely reconstitute them. Cutting or burning away the webs takes 30 minutes and reveals a tarnished +1 *shield* dating from the time of the civil war on the Antonin Peninsula. It bears the rampant lions of Caer Saela, the country seat of the Antonin.

L2-16. CAREFUL CLIMBING

The tower interior is dominated by a large set of stairs that lead up the wall to the floor above. Below the ascending stairs is a similar set that lead down to the level below. Both stairs leading up and down are crumbled, and a character trained in Survival immediately notices that they are unsafe despite being relatively intact. Others notice the damage with a successful DC 14 Wisdom (Perception) check.

If more than 70 pounds of weight is applied to the stairs, they collapse on a 1–2 on 1d6 and drop any unfortunate souls 20 feet for 7 (2d6) bludgeoning damage (or half damage with a successful DC 14 Dexterity saving throw). They land either in this room if ascending or **Area L1-5** if descending. Anyone successfully reaching the top is rewarded with a beautiful view of the coastline.

L2-17. HIDEY HOLE

This room is heavily barricaded because the pirates designated it as a fallback point. Tables and chairs have been piled on either side of a wide set of stairs that lead down to the floor below. Six men are here at all times: 5 normal pirates (use **thugs** with scimitars instead of maces) and their leader Alfin (**bandit captain** with AC 17 [+1 *chain mail*] and handaxe instead of dagger).

A thorough search of the room finds seven bags holding 150 sp each.

L2-18. INTERIOR HALLWAY

The main hall that runs around the center of the lighthouse is fully 20 feet wide, with a ceiling 25 feet above. The walls are adorned with images of Miru, the local koi fish demigoddess.

THE GROUND FLOOR

Captain Roga's pirates, bandits, and their cultist masters dominate the ground floor of the lighthouse. Any random encounters here are with 1d4 pirates (use **thugs** with scimitars instead of maces) going about various tasks: searching rooms, hiding their own treasure, or skipping their guard shift (they *are* pirates, after all). Underground tunnels and bad structural planning pushed stagnant seawater up into the floor of the northwestern corner of the ground floor to flood several rooms.

L1-1. SECRET ENTRANCE

This secret door can be found with a DC 15 Wisdom (Perception) check but is most easily viewed at dusk as Davrik, the evening guard, is prone to stepping out to smoke his pipe and cracks the door, which is visible to anyone who has a sightline to the northern wall while on the island.

Beyond the door is a smelly hallway that leads 40 feet to a T-shaped intersection. It is 10 feet wide, and the floor is wet with slime and silt that washes in under the door and drips from drains in the ceiling above. A handrail has been installed along the righthand side of the wall.

While the floor is slick, it is safe, and the pirates avoid the trapped handrail. Anyone holding tightly to the handrail and pushing down (to avoid the water) causes the rail to drop about 3 inches, which opens vents above and drains about 50 gallons of vile water filled with dead and moldy fish on anyone in the hall. The water is so fouled that anyone doused must succeed on a DC 10 Constitution saving throw or become diseased over the next 1d6 days and end up vomiting and feverish. Affected characters lose 1d4 hit points per day until healed.

Davrik (**thug** with scimitar instead of mace) is the only guard stationed here in the evening.

L1-2 THE CISTERN

A cistern fills the back wall of this room. It is 15 feet across with a base made of mortared stone. Benches of stone line the walls, and a chandelier hangs from the ceiling about 25 feet above. Old, dried bloodstains mar the floor. A winch and bucket hang from the ceiling above the well.

One of the benches contains a secret compartment — a simple seat that lifts like a lid to reveal a 50-foot rope ladder and a pouch with 4 gp. The compartment can be noticed with a successful DC 15 Intelligence (Investigation) check. The rope ladder leads down to **Area SC-1A**.

Four pirates (use **thugs** with scimitars instead of maces) guard the well at all times. If the characters strike up a conversation, they tell tales of strange, sodden, dead things crawling their way out of the depths, with claws and burning eyes.

Treasure: These four pirates carry a total of 97 sp in belt pouches.

L1-3. MAIN HALL

Torches light this large area that appears to be a rowdy tavern. It is cluttered with tables, each covered in bowls, plates, silverware, drinks, dice, and cards. Bedrolls are lined up around the outer edge of the “common room,” and small doors lead to privies on either side of the hall. A set of once-grand stairs on the far eastern wall lead up to the arched ceiling above. Most of the day, 21 pirates (use **thugs** with scimitars instead of maces) can be found loitering, drinking, singing, sleeping in bedrolls and cots, or occupying the privies. About half are sleeping or resting, while the others enjoy their time off. The exception is one hour before dawn, when all of the pirates who aren't on watch travel to the chapel at **Area L1-6** for services to Dagon for an hour.

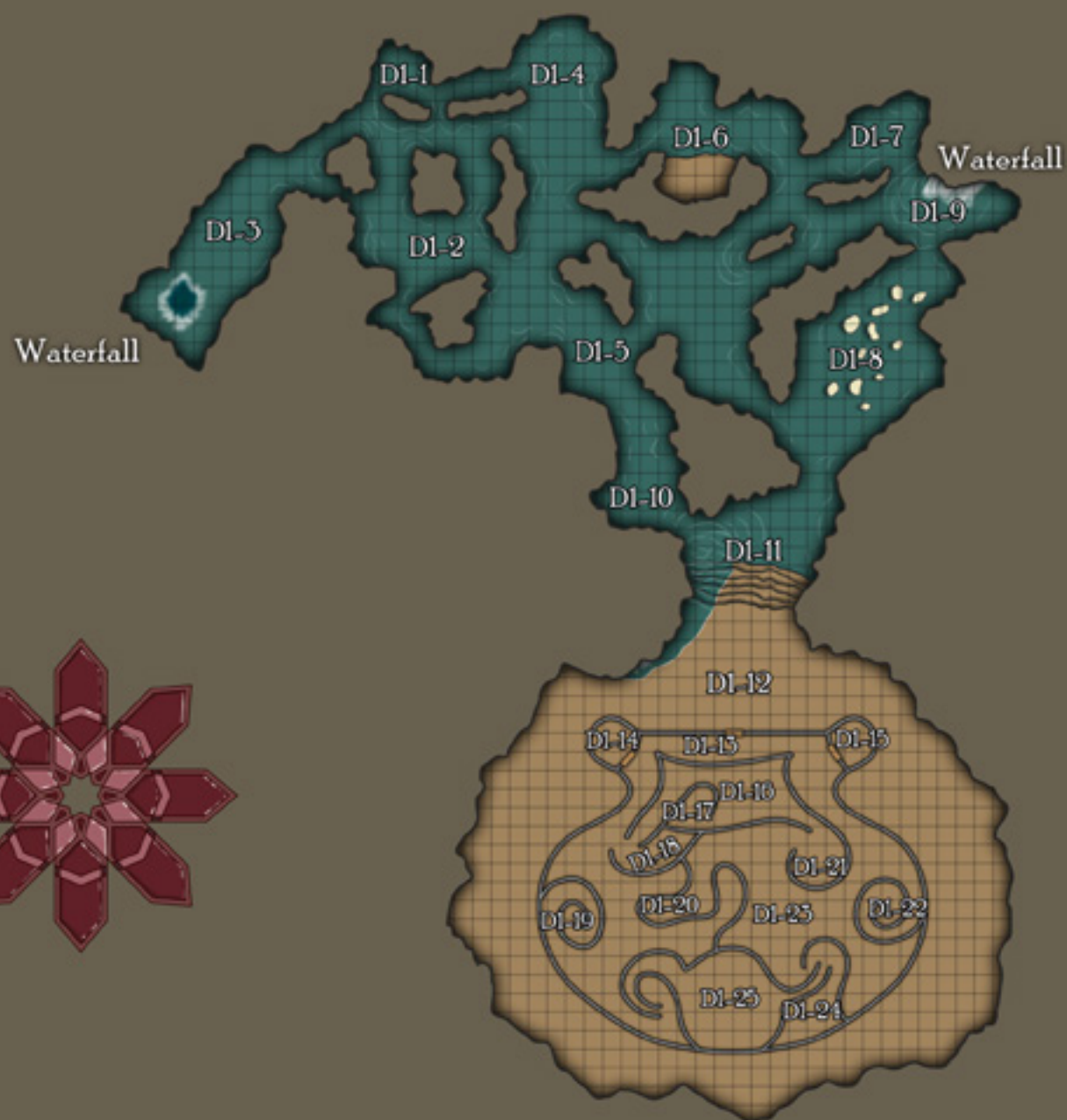
As the pirates employ several ships, it is possible for the characters to sneak in among the buccaneers as new recruits. Combat here can be very deadly for a low-level party. The pirates are surprised and shocked at first, but within 3 rounds manage to waken their fellows and send runners for the priest in the chapel of Dagon. Buck (**veteran** with a *potion of healing* and AC 16 [chain mail]), Captain Roga's first mate, is a competent warrior and quickly puts together a fighting force with rudimentary tactics. They do not fight to the death but retreat along the hallways, using rooms when necessary for surprise and cover.

Treasure: If the characters defeat the pirates, a fair haul of treasure can be found among the tables and in various pockets, boots, and pouches: 872 cp used for gambling, 200 gp emerald chip in a boot heel, 100 gp fine silverware, seven necklaces with small gemstones worth 70 gp each, and bags, satchels, and pouches containing 972 gp in various coinages from nearby towns. Buck has a *potion of healing* and a small pouch with 92 gp.

THE LIGHTHOUSE OF ANAN MARATH

Basement 2

1 Square ~ 5 Feet



L1-4. ARMORY

Stairs lead down to a square room at the base of the tower. Dust and cobwebs cover everything, and this room has a strong sense of disuse. Armor stands and weapons' racks line the walls, and 11 shields adorn the dusty walls. The northern wall seems slick with moisture.

The moisture is in fact a **grey ooze**, a creature that looks disarmingly like wet, damp rock. It attacks with surprise anyone examining the shields on the wall.

L1-5. ABANDONED STOREROOM

The base of this tower was used as a storeroom, but the pirates ransacked it long ago. Bits of broken armor and smashed arrows lie along the discolored walls of the chamber. Stairs lead up and down.

It is quite clear that a pitched battle was fought here many years ago. Close inspection and a successful DC 12 Intelligence (Investigation) check reveal the walls and floors are discolored due to dried bloodstains. The stairs lead up to **Area L2-16** and down to **Area SC-4**.

L1-6. CHAPEL

This long hall holds a dozen pews, and six fountains of black marble adorn the south wall. A dais to the east bears a green altar with a bas-relief impression sculpted up the wall behind the dais. A trio of bedrolls lie among the general clutter of this aged room.

This was once intended to be the grand chapel to Miru; however, the cultists grew brash and eventually desecrated it when they felt their power had grown enough to challenge the locals. They moved much of the iconography from their secret chapel (**Area SC-6**) here and used their magic to twist the imagery to make it far more sinister.

The bas-relief, which previously showed a large wave surrounding and protecting a group of huddled villagers from the evils of the sea, was changed to show a menacing wave crashing over masses of humans while a green-skinned merman rides the wave, spearing down with a golden, barbed trident. The whole relief is 4 feet by 4 feet.

Unless otherwise engaged, 3 clerics of Dagon (**cult fanatics**) are here at all times on a rotating schedule with those from the caves below. They keep the pirates in line and conduct services despite knowing the thugs are mostly hopeless when it comes to religion.

Each day, roll 1d6; on a 1–3, Cordon Fain (if he has not already been killed) is present in the shrine. Cordon Fain uses the statistics of a **priest** with the following changes:

- * His Challenge Rating is 3 (700 XP)
- * He has a Strength of 14 (+2)
- * He has AC 18 (plate)
- * He uses a *+1 flail* instead of a mace (+5 to hit, 7 [1d8 + 3] bludgeoning damage)
- * Replace *cure wounds* with *inflict wounds* and *lesser restoration* with *silence*.

L1-7. ANTEROOM

Cloaks and religious robes line the walls of this L-shaped room. Soft slippers are lined up beneath the robes. A plush purple rug covers the cold stone floor. The tower door is locked and can be opened with a successful DC 18 Dexterity check with thieves' tools.

L1-8. TOWER FLOOR

Bits of bone from small animals and detritus from the floor above is scattered about here. Otherwise, it is empty but for the stairs.

L1-9. TAPESTRY ROOM

Both doors leading into this room are swollen from moisture and require a successful DC 16 Strength check to burst them open.

All four walls of this room feature tapestries. Three are plain and show scenes of everyday life in Saemish several decades ago. Not much has changed! The northern tapestry is much more unique, much more detailed, and of higher quality. It appears to show a path through mountains to a dragon's hoard.

The secret door can be found easily by removing the tapestries but is trapped (see **Area L1-10**).

L1-10. SECRET STOREROOM

The stone door behind the tapestries is trapped. Opening then closing the door activates the trap. If left unattended, the door swings closed on its own after 1d4 rounds. As soon as it latches, the floor drops out of the room and dumps anyone inside 20 feet onto a spiked floor doing 7 (2d6) bludgeoning damage and each character must make a successful DC 15 Dexterity saving throw or take an additional 5 (2d5) piercing damage from the spikes. The trap can be detected with a successful DC 17 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools.

The walls of this room hold dozens of shelves, each secured into the stone. They hold tens of statues, icons, and unholy symbols dedicated to Dagon made of iron, sea stone and granite. Most are important only to followers of Dagon.

The wall-mounted shelves can hold up to 250 pounds each before breaking and dropping. Reopening the door resets the trap. It is possible for characters to become trapped below the floor if the door is reopened after they fall.

L1-11. SODDEN ROOM

The heavy wooden door to this room is swollen with moisture and stuck. A small puddle leaks through on the floor and spreads out into the hallway. A successful DC 16 Strength check allows a character to pass.

This large room was once a suite containing a bed, chest, and drawers. All have been thoroughly searched and are waterlogged. Nearly an inch of water is on the floor.

L1-12. WATERWORLD

The floor of this chamber is flooded with dark water. It is impossible to tell the depth without prodding ahead or using a very bright light such as a *continual light* spell. The northwest corner in particular drops 25 feet to a plug that has been installed below (see **Area S-5C**). The plug cannot be moved from this side without magic or by finding another way to drain the water first.

L1-13. ROTTED FINERY

Two feet of water covers the floor in this once-fine chamber. Musty, ruined tapestries cover the walls, and a silver and crystal chandelier covered in sticky strands hangs lopsided from the ceiling. The north wall appears weathered and heavily corroded. In truth, a **fungus** sustains itself on the minerals found in the stone but still lusts for blood.

Treasure: If removed from the ceiling, the chandelier has enough silver and crystal to be worth 240 gp. Searching the water for at least 10 minutes reveals an abandoned gold and silver necklace worth 85 gp.

L1-14. HALL OF SHADOWS

This dark hall is flooded, and the walls are slick with condensation and smell of must and rot. Faded and worn tapestries, some covered in mold, hang on the walls. Close inspection reveals them to be vile images showing priests of Dagon performing strange rites, drinking the blood of virgins, consummation in the sea, and ritual drowning.

The room is the lair of 4 **shadows** that gleefully surround themselves with scenes of their life. They were once priests of Dagon who were killed in the final battle here so many years ago. They whisper as they attack, praising Dagon even in death.

Treasure: Searching the water reveals one item per 10 minutes of searching:

- *Whisper*, a +1 dagger that mumbles softly to itself at all times as if someone were talking in another room. What is said is usually unimportant ramblings about killing, but you may substitute a clue or quest at any time.
- a chalice worth 270 gp.
- a silver inlaid shield sporting the lighthouse on its front worth 130 gp.

L1-15 SHACKLED BEAUTY

Rubble fills a stairwell that leads up into this tower. The water here is 2 feet deep. A beautiful woman in tattered scraps of clothing sits on the stones in the dark water. Long ago she was the unwilling mistress of Captain Davarion, the aqueous wight trapped in **Area L2-5**. Since his fall and the arrival of the Brotherhood of the Sea, she has been trapped here, held in this room by a magical shackle. The heavy chain is bolted to the floor and runs to a collar around her neck.

Should anyone enter, she quickly stands and calls out, “Be careful!” while gesturing wildly at the water. The shackle prevents her from harming or being harmed by others, so she cannot help the characters, but she warns them as best she can of the **giant electric eel^B** that arrived through a small tunnel that leads to the sea.

The magical shackle has kept Alisa (**commoner**) alive. It holds her in place physically, allowing her about 10 feet of movement, and spiritually. She doesn’t age, take damage, and cannot cause damage in any way while shackled. The shackle releases easily, but only for one round. Unless another creature is shackled immediately, it teleports the last prisoner (no save) back into its clutches.

Alisa remembers much of the history of Anan Marath and can be persuaded to share some of the background if she is released.

L1-16. THE GREAT STAIRS AND SUN

Both doors that lead into this room are massive locked bronze portals adorned with sigils of light, the sea, and power. No one knows where the keys are. The doors can be unlocked with a successful DC 19 Dexterity check with thieves’ tools.

Inside is a massive hollow tower that rises to the apex of the lighthouse. A miniature sun blazes nearly 60 feet above, hanging in midair like a giant flaming ball to flood the room with light and heat. A great stone stairway climbs its way around the huge room, rising nearly 200 feet to an oddly shaped platform above, visible in the light of the “sun.” A mist or smoky cloud can be seen filtering slowly down. The walls appear to be made of thousands of interlocking tiles about 6 inches across.

This room is the center of the lighthouse and is used to focus the light of the mini sun to turn it into the powerful beam that shines across the bay. Light from the “sun” is focused by thousands of mirrors on the back of the tiles. A lever on the platform above activates the mechanisms that cause these to spin. The mirrors focus the light to a globe far above, which then spins the light out over the water. Everything is currently in the “off” position.

The “sun” is fully 10 feet in diameter and is in truth a miniature sun conjured from the Elemental Plane of Fire long ago to provide the light in the lighthouse. It radiates an intense heat 10 feet around and is uncomfortably warm throughout the rest of the room. Touching or falling into the “sun” causes 35 (10d6) fire damage. Should the tiles be investigated, it is possible with some force to turn one, revealing the mirror on the opposite side.

The misty cloud is caused by the smoke dragon in **Area L3-1**.

L3-1. THE APEX

The stairs lead up through the smoke to an open landing with a commanding view of the “sun” below, the sea, and the coastline. A single pillar rises 20 feet above the lighthouse peak from the platform. A ball of dark crystal sits atop the pillar. The tower top is buffeted by wind, and only a 3-foot crenelated wall separates the platform from a drop down the sides.

The western wall contains a dais piled with treasure, and from which protrudes a strange 3-foot metal box. Lying in front of this and generating the smoke is a small, 8-foot-long dragon with dark, sooty scales and piercing blue eyes. It is an old **smoke dragon^B**.

While the dragon has been happy to live off of livestock and the occasional fisherman, he has been bored and is quite excited to attack fresh meat. His preference is to strafe the tower top, spewing smoke to disable his prey. Should anyone stray too near the edge, he attempts to slam into them to knock them off the tower top to fall 100 feet to the roof below. If brought below 10 hp, he flees if he can, but comes back to harry the party if he sees them move toward the treasure.

Treasure: The smoke dragon has the following treasure:

- A glass and gold inlaid sacrificial bowl (125 gp)
- *Wand of magic detection* Silk robes (60 gp)
- Various coins: 257 gp, 156 sp, 561 cp
- Jeweled sacrificial dagger with a ruby in the hilt (100 gp)
- Jeweled plate mail with inset sapphires (300 gp)

The strange metal box is actually on hinges set into the stone dais and can be pulled up but is rusted shut. A successful DC 14 Strength check is needed to open the box, which reveals a single lever in the “down” position. Pulling the lever spins all of the tiles in the room below, which all turn mirror-side up and send brilliant beams of light up to the crystal globe. The globe begins spinning slowly and sends a pure beam of light out over the waters. Groups who successfully re-light the lighthouse should receive a group award of 2000 experience points!



THE SEA CAVES

The sea caves are hidden in folds of rock on the eastern side of Anan Marath and are accessible only by ship during high tide. For nearly a generation now, pirates have used the large cave to take harbor and to gain access to the lighthouse above and the evil shrine below.

Each day, roll 1d6; on 1–2, the pirate ship *Scourge* is anchored in the hidden cove.

On this same level, though unconnected to the caves physically, is the upper shrine of Dagon.

Each day, roll 1d6; on 1–3, Cordon Fain (if he has not already been killed) is present in the shrine.

Cordon Fain uses the statistics of a **priest** with the following changes:

- His Challenge Rating is 3 (700 XP)
- He has a Strength of 14 (+2)
- He has AC 18 (plate)
- He uses a +1 *flail* instead of a mace (+5 to hit, 7 [1d8 + 3] bludgeoning damage)
- Replace *cure wounds* with *inflict wounds* and *lesser restoration* with *silence*.

SC-1A. FLOODED CAVE

The cistern above (**Area L1-2**) drops some 50 feet to a watery cave below. The water swirls as lapping waves to the south push more water over the lip of the cave into this pool. The water is only about a foot and a half at its deepest, and the walls and ceiling are all damp and covered in moss and mold, giving the area a salty, musty smell. Despite this, the water in this cave appears to be fresh and has a faintly sweet smell. It flows from the west. A passage can be seen leading west, while the eastern passage seems to open into a sodden beach.

SC-1B. THE BEACH

Sand and silt wash up onto this small beach that stretches along the interior of a massive cavern underneath the lighthouse. Old crates, boxes, and trunks are piled up above the tide line. A fold in the far wall lets in sunlight through a passage large enough for a ship to fit through and remain obscured from the shore.

The beach is a fairly busy place, with pirates often loading or unloading goods onto the beach. A small clan of gillmonkeys has taken up residence below the waves as well, making three factions: priest of Dagon overseers, pirates, and the gillmonkeys.

There is a chance for one or more of these factions to be on the beach:

1d8	Encounter
1–4	No encounter
5	2d4 pirate [†] guards
6	2d4 pirate [†] guards fighting 2d4 gillmonkeys ^B
7	Priest [*] and 1d4 pirate [†] guards fighting 3d4+3 gillmonkeys ^B
8	Priest [*] and 2d4 pirate [†] guards fighting 2d4 gillmonkeys ^B

[†]For pirate, use **thug** but replace the mace with a scimitar

^{*}The priests have *inflict wounds* instead of *cure wounds*.

Treasure: If no combat is occurring, the boxes and crates can be searched without interruption, but only old, waterlogged foodstuffs, clothes, and a trunk with several dozen pairs of fancy shoes set out to dry can be found. The pirates decided to keep the shoes stolen from a passing merchant ship, not realizing that one of set of sturdy boots is a pair of *boots of striding and springing*.

SC-2. THE SPRING

Strange tectonics far below pushed a spring of fresh, pure water up from the bedrock deep below. The water has a particularly sweet taste. Should it be bottled and *blessed*, it acts as a potion that removes all toxins from any liquid with which it is mixed.

SC-3. THE FUNNEL

The natural cave begins to smooth out, not as if worked, but as if it had been melted at some point in the distant past. As it nears its end, it opens up into a slightly larger cavern whose floor slopes down into a wide funnel. Spikes driven into the lip of the funnel hold an old frayed rope that runs down the funnel. Any noise here alerts an **aqueous zombie**^B, one of the undead raised by the priests of Dagon. His bloated and waterlogged body takes three rounds to climb up the rope to reach characters.

SC-4. ANTECHAMBER

This large room has been cut from the rock and features a large stairway and two ornate doors. The stone door to the north is carved in bas-relief at the top to depict hunting sharks devouring swimmers, while below them strange symbols wrap around barely outlined tentacles curling up from the depths. An intricate lock is set into the center of the door. Cordon Fain (**Area L1-6**) holds the key and the lock can otherwise be opened with a successful DC 21 Dexterity check with thieves' tools.

The western door is aged wood and painted with figures bowing and worshipping a massive fishlike creature, whose details are obscured, but is clearly Dagon. The door is unlocked.

Standing guard here at all times are 6 animated **skeletons** (with AC 16) wearing chainmail and wielding longswords instead of shortwords. The sounds of combat do not draw additional encounters.

SC-5. PRIESTS' READY ROOM

A short flight of stairs leads up to the main level of this room. A large desk covered in notes sits near the center, a rack with robes lines the north wall, and three large chests sit against the eastern wall. Seven cots with blankets and pillows flank the southern door. If the cleric lackeys (**cult fanatics**) have been encountered in **Area SC-6**, they are not here; otherwise, they are resting between sermons.

Treasure: The following treasure can be found:

Chest 1 (Locked and trapped): The lock plate surrounding the keyhole must be rotated 180 degrees clockwise before opening or the keyhole disgorges a rapidly expanding bubble of murky seawater, up to 10 feet in diameter, that envelops the opener (looking much like a soap bubble). The bubble of water cannot be breached thereafter by normal means, but it can be "popped" by dealing at least 6 piercing damage. The bubble remains in place for 10 minutes (more than long enough to drown anyone trapped inside).

The trap and the means of disarming it can be detected with a successful DC 16 Intelligence (Investigation) check. The lock can be picked with a successful DC 17 Dexterity check with thieves' tools.

Inside the chest are 1359 gp and 7 small diamond chips worth 120 gp each.

Chest 2 (Unlocked): This chest is filled with extra robes, cloaks, caps, socks, and undergarments.

Chest 3 (No lock, trapped): The chest detects as magical. The exterior of this chest is painted to show an undersea wonderland of anemones, coral, and seaweed. Dozens of crabs with strange humanoid features can be seen among the underwater flora. Touching any of the painted areas causes several gallons of water to slosh into the room from the wall of the chest, which deposits 1d4 **crabfolk**^B into the room. The trap can be detected with a successful DC 15 Intelligence (Arcana) check.

Inside the chest are 14 bars of green sea stone carved into wicked, 10-pound scepters worth 50 gp each. Atop that is a bag of 300 emerald chips, each the size of a small pebble, worth 5 gp each.

SC-6. UPPER SHRINE OF DAGON

The shrine is divided into two sections: a lower floor for worshippers and an upper platform for priests. The lower section is lit by braziers with large tubs of boiling seawater that fill the air with a salty musk. Nearly two dozen prayer mats are lined up facing the altar above. There are always 1d6 + 2 pirates (use **thug** but replace mace with scimitar) worshipping on the lower floor and 2 **aqueous zombies**^B on the upper level.

The upper level contains a green stone altar covered in hardened salt and flanked by black candles. The northern wall is a huge bas-relief of Dagon and is flanked by barrels of saltwater. It exudes a putrescent light and scent all its own — the scent of creatures rotting and decaying at the bottom of the sea for millennia. If the 3 cleric lackeys (**cult fanatics**) have not been encountered in **Area SC-5**, they are found here.

Should the characters have the misfortune of arriving one hour before dawn, they face a full congregation of 21 pirates (use **thug** but replace mace with scimitar), 3 cleric lackeys (**cult fanatics**), and 2 **aqueous zombies**^B.

The altar to Dagon is harmless but thoroughly evil. The bas-relief, however, was drawn up from deep beneath the ocean from a long-forgotten temple and fused to the wall in the heyday of the Brotherhood of the Sea. The rock itself still retains the memories of that unearthly, underwater palace of doom. Anyone touching it has a vision of a massive underwater hall, deep and dark, swimming with sharks and eels. Anyone foolish enough to continue to touch it for a full round is subjected to the full crushing weight of the depths, as if they were more than 100 feet underwater, and take 10 (3d6) bludgeoning damage. Should anyone continue touching after the second round, they see in their vision a great bloated fish of unimaginable countenance — and must succeed on a DC 14 Wisdom saving throw or have their mind torn asunder, rendering them a gibbering madman.

Treasure: Chipping the salt off the altar reveals gold plating worth 500 gp. In the bottom of one of the barrels of salt water is a *ring of greater protection*^A that slipped off the finger of a former cleric (who is now a madman).

DEEP CAVES

In eons past, these natural caves completely flooded with seawater, but nearly 200 years ago an earthquake caused a large portion of the water to drain into a deep crevice.

These caves are now well and truly the domain of the priests of Dagon. They send out patrols from their great shell temple to search for secret caves and exits, and their vicious undead roam the halls relentlessly. From time to time, promising pirates and captives to be sacrificed are brought down to this level and taken to the priests' massive shrine. There is a 1-in-6 chance of a random encounter every thirty minutes.

1d6	Encounter
1	Dagonite patrol
2	1d4 aqueous zombies ^B
3	Green slime ^B
4	Crab meat
5	Swarm of Barracuda!
6	Flash flood

Dagonite Patrol: This patrol consists of 3 **underpriests**^B and 1d6 + 2 **pirate**^B followers. They scout the caves in search of secret areas that their ancient texts state are hidden in the walls.

Aqueous Zombies: These undead wander freely through the muck and water. They attack anything on sight unless a symbol of Dagon is presented.

Green Slime: The party passes under or very near a large patch of green slime that attempts to drop upon the unwary. It often is near or disguised by large patches of mold that grow around it, making it difficult to see. **Crab Meat:** The area is the site of a recent battle between priests of Dagon and a pack of giant crabs. The crabs have all been slain, and their corpses drift lazily in the current.

Barracuda!: A school of barracuda (use **swarm of quippers** with Constitution 10 [+0] and 36 Hit Points) found their way in through one of the waterfalls and cruise about the caves in search of food. If they can catch one character alone or at least 50 feet away from the group, they attack en masse.

Flash Flood: From time to time, the water that rushes into the caves via various waterfalls becomes stopped up, either by debris, fallen rocks, or large sea creatures. The water level in nearby caves drops quickly to only a few inches deep for 1d6 rounds, and then a wall of water rushes in as whatever blocked it breaks free. Determine the direction of the blockage based on the nearest waterfall.

Anyone still in the cave when the water breaks free must succeed on a DC 15 Strength saving throw or be knocked into a random adjacent cavern. The priests know well enough to move away quickly when this happens, but other, lesser intelligent creatures do not flee the waters.

D1-1. BOTTOM OF THE HOLE

The rough hole drops 50 feet, with about 30 feet passing through stone. An old, frayed and rotted rope hangs down 40 feet and ends above the water. Inspecting the walls of the hole reveals nooks and crannies burrowed into the stone about 10 feet from the top of the funnel. Careful listening reveals the sounds of water below and the rustling of many small creatures moving throughout the burrows. This is the lair of 10 **giant rats**, all of which are starving as they avoid the undead. The burrows are only 2 feet wide. A Small character could navigate them by squeezing; most shields and plate armor will not fit. The rats' nest is located about 15 feet into the tunnel.

Below, the vertical tunnel opens into a rough cavern. The floor is covered in 3 feet of cold seawater. A noticeable current leads toward **Area D1-3**, and a constant rumble is heard.

Treasure: If the party reaches the rats' nest, they find a chipped quartz (10 gp), an eyepatch with a ruby in the center (500 gp), and a 2-inch-long miniature axe. Writing on the blade is far too small to see with the naked eye. Should characters devise a way to read the dwarvish writing, it says: *Zibium, the Secret Blade*. Speaking the word "Zibium" returns the axe to normal size, and it acts as a +1 *handaxe* only in the hands of a dwarf. Speaking the command word again returns the axe to its miniature size.

D1-2. THE WRITING ON THE WALL

The current here is quite strong. Any small creatures who are not roped together (or have taken other precautions) should make a DC 12 Strength check to avoid being swept toward **Area D1-3**.

The north and south walls have writing etched into them, about 5 feet above the waterline. The writing is in an archaic mode of the common tongue, and a *read languages* spell or a successful DC 12 Intelligence check is necessary to parse it out fully.

NORTH WALL WRITING

*Behold yon sea, crushing, crashing, chasing, changing
Beneath these waves it is still, and cold, and darkness everlasting*

SOUTH WALL WRITING

*Inky depths about hate's heart, a deeper darkness slumbers
Only the will of Dagon holds back the pure, black numbers*

D1-3. WATERFALL

The sound of a waterfall rumbles harshly through the chamber. The grind of water on stone tears at the characters' ears. The current is swift, and very strong. At the entrance to this area, small creatures must make successful DC 12 Strength checks or be pulled over in the current. If any others move more than 10 feet farther in, they must make the same saving throw. Anyone pulled into the current is swept over the edge into a vast crevice and lost forever along with all of their gear. You might allow the doomed characters a final Strength or Dexterity saving throw before they are swept into the crevice to grab the edge of the stone.

D1-4. CRABBY DAY

Silt, muck, mud, and salt deposits have washed into this room and lodged, creating an uneven floor. Many small lizards scuttle about. Walking through the mud is precarious as 5 giant hermit crabs (use **giant crab** with AC 16 and 24 hit points each) live here. They have grown large and strong on the many small amphibians who occasionally wash up here, and as such have maximum hit points. As they hide beneath the sand, they have advantage on their Stealth checks and attack with surprise if not noticed.

Treasure: Characters who search the beach for 20 minutes find six 500 gp pearls.

D1-5. PLACID LAKE

The water here is placid, with only a slight current that causes small ripples and stirs up sediment. Unless the party prods ahead, the front rank drops off into a 10-foot-deep pit — not much of a problem unless the character is wearing medium or heavy armor. The pit is (fortunately) uninhabited by anything other than a corpse in rusted and pitted plate mail.

D1-6. SLICK WALLS?

The uneven floor of this cave rises to expose solid ground. The remains of a campfire sits at the highest point. It appears as if clothes and trash were used as fuel. The walls and ceiling behind the campfire are slick and damp with gray water. Leaning against the wall is a surprisingly shiny and stout polearm left behind when crabs attacked its owner.

The dampness is a **crystal ooze**^B of no small intelligence (for an ooze). It left the polearm alone as it seems to draw adventurers and other humanoids like flies. When it hears anyone approach, it crawls up the wall and readies itself to drop on the unwary. **Treasure:** Elvish runes on the weapon name it *Grimcleaver*. It is a +1 *polearm* that allows an attuned wielder to cast *detect thoughts* twice per day. Carefully inspecting the ground reveals a loose stone over a pouch containing 245 gp.

D1-7. CURRENT EVENTS

Water rushes through this chamber as it narrows. The current isn't strong enough to pull the characters along unless they drop into the 2-foot-deep water. Stalactites and stalagmites protrude from the floor and ceiling.

D1-8. ROPER RODEO

The water here is roughly 3 feet deep. Stalactites protrude from the ceiling, many of which appear melted. There are only two stalagmites, which may alert the party to the fact that something strange is going on here. The stalagmites are young Medium **ropers** only 5 hit dice (37 hit points) and 25-foot reach with their tendrils. They are CR 3 and attack at +6 to hit.

D1-9. QUARTZ CAVE

Light pours in, along with wave upon wave of seawater. The waterfall runs down a tunnel into the shallows and rocks above, pouring in thousands of gallons of water a second. The light glitters off the water and the quartz-encrusted walls. It is a beautiful sight that belies nature. An enterprising party could potentially gain as much as 20,000 gp worth of quartz, but it would take weeks, money, dwarven miners, and an ability to haul the quartz out. A simple search, however, reveals broken pieces in the water — 1200 gp worth.

D1-10. IN DEEP

This curved passage's walls are slick with moisture. The current is faint here, yet small ripples disturb the water, hinting at something beneath. Prodding ahead reveals several 10-foot-deep pits beneath the slowly swirling seawater. Anyone not prodding ahead falls in the pits. Resting at the bottom of three of the pits are 3 **aqueous zombies**^B.

D1-11. WATERY STAIRS

Wide natural stairs rise out of the water. The sound of the falls is diminished, faded to a dull roar. Streams of water, no more than an inch deep, rush over the stairs, coming from up ahead. The stairs are heavily worn and slick but are dangerous only to those who are running. The walls here are very smooth, as if eroded over centuries. The ceiling rises to 50 feet above, and a massive shape, also smooth, rises in the shadows far ahead.

D1-12. THAT'S A SHELL OF A THING

A massive cavern opens before you. Rivulets of water run down the walls and drip from the ceiling in a cacophony of sound. Moss and mold grow in large patches on the walls, with sculpted edges from the rushing water.

In the center of this rises a strange sight. A shell rises at an angle from the muck like the cast-off skin of a chitinous leviathan dredged from the depths of a fathomless sea. Pale pink putrescent tissue stretches between the upper and lower plate, sealing off the inside from the cavern. At the base, a pair of carved doors leads like a tunnel into the carcass.

As this is a high activity area, encounters should occur on a 1–2 on 1d6 instead of the normal 1. This always yields a Dagonite patrol of 3 underpriests (use **cult fanatics** with AC 16 [chain mail]) and 2d4 pirates (use **thug** but replace the mace with a scimitar).

D1-13. THE DOORS

The doors are cut into the base of the shell, which is the smoothest portion. They swing easily outward unless barred from the inside. The entrance is smooth and rounded on all edges. Muck and mud cover the floor up to four inches.



INSIDE THE SHELL

Few corners exist in the shell, as nearly all the surfaces are dried, petrified, and polished to a smooth, beautiful sheen. The outer membranes and muscles have likewise hardened to create a large exterior wall. Despite the upper shell rising at an angle, the ceiling height remains a uniform 18 feet unless otherwise noted. The ceiling (and floor, below the muck) are made of packed and dried musculature of the massive former scallop.

ROOM SPECIFICS

Ceiling Height	18 feet
Walls	Smooth and polished
Floor	Covered in 4 inches of muck and mud
Doors	Coral encrusted driftwood on rollers
Air	Cold and clammy, damp

The doors are not guarded the first time an assault is made against the priests. However, if the party retreats and returns, it is guarded by 2d4 pirates (use **thug** but replace the mace with a scimitar).followers at all times.

During the night, the **monstrous crayfish**^B moves from its lair at **Area D1-20** to **Area D1-19** to guard Sir Keven's room, and Sir Keven moves from **Area D1-19** to **Area D1-25** for his services.

D1-14. GUEST ROOM

This door is barred from the inside. It can be forced open with a successful DC 22 Strength check. Inside is a plush room with a bed, a dresser, a chest, a table, and rugs covering the floor. Used for visiting dignitaries, this room is currently occupied by a visiting **priest of Orcus**^B (with a *mace of Jens*^A) named Jens.

Jens was sent from a nearby dungeon stronghold to attempt an alliance with the priests of Dagon. Thus far, they have rebuffed his offers, but shown him hospitality. He expected this and carries various gifts to entice them.

Treasure: Jens carries a 1000 gp aquamarine with which to entice the Dagonites, along with 10 bars of gold worth 100 gp each.

D1-15. EMPTY GUEST ROOM

Similar to **Area D1-14**, but unoccupied and unbarred.

D1-16. MAIN ENTRY CHAMBER

The interior walls are carved to show scenes of underwater life, in particular, the most vicious aspects. Sharks tear at meals, jellyfish crowd and kill a sea lion, and great tentacles rise from the depths to grapple with a ship on the surface.

The clear spaces on the walls have tridents and spears, a full dozen of each, hanging from hooks. Each of these has a ruby chip worth 100 gp embedded into the haft. Several (2d4) Dagonite soldiers (use **scout** but replace the shortsword with a spear and remove the longbow) are always here relaxing in the mud or saying prayers to the strange creatures of the deep.

The soldiers shout warnings of "Surfacers!" and "To arms!"

D1-17. PRAYER ALCOVE

This alcove contains a wall sconce with a taper, a short bench for kneeling, and a large yet purposely vague image of Dagon. Anyone who kneels here for more than 1 full minute must make a DC 13 Wisdom saving throw or drop into a confused trance for 1d4 x 10 minutes as they experience visions of violent underwater deaths.

D1-18. LEECH NEST

The muck and mud drop away to water here to create a dark and swirling pool of sludge. Odd, sickly-looking plants grow from the water, the leftovers of the flora from the crushing bottom of the ocean. The waters contain dozens of leeches, and anyone foolish enough to take a dip finds themselves covered with the things. To make matters worse, the pool is easily 20 feet deep, and one of the leeches mutated into a **giant sea leech**^B.

Treasure: 722 gp can be found at the bottom of the watery pit.

D1-19. PRIEST'S CHAMBER

The mud here is a mush of mostly water to about 2 inches and reeks of salt and blood. Despite this, there is a comfortable — if wet — bed at the center of the circular room and a steel chest along the wall. Prayers to Dagon are scrawled on the walls. During (surface) daylight hours, Sir Keven, the high priest of Dagon, is here resting or praying. During night hours, the **monstrous crayfish**^B from **Area D1-20** is brought here to guard the room during Keven's absence. A thick steel chain runs around its chitinous neck like a leash.

Sir Keven uses the statistics of a **priest** with the following changes:

- His Challenge Rating is 3 (700 XP)
- He has a Strength of 16 (+3)
- He has AC 19 (+1 *plate*)
- He uses a +1 *mace* (+6 to hit, 7 [1d8 + 4] bludgeoning damage)
- He has a *staff of the sea*^A, a *spell scroll* with *commune* and a *spell scroll* with *cure wounds* (at level 3)
- Replace *lesser restoration* with *silence* and *dispel magic* with *water cell*^C.

The chest is trapped with a salt acid spray. Anyone attempting to open it without using the key causes the acid to spray out in a 20-foot-long arc. Anyone in the area must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) acid damage from the spray as it burns their faces and clothes. The trap can be detected with a successful DC 16 Intelligence (Investigation) check and disarmed with a successful DC 14 Dexterity check with thieves' tools. The lock can be picked with a DC 16 Dexterity check with thieves' tools. Sir Keven keeps the key to the chest on his person along with a *spell scroll* of

Treasure: 7496 sp, 3942 gp, a pouch with 10 miniature likenesses of Dagon worth 300 gp each.

D1-20. CRAYFISH LAIR

Scratches and claw marks dot the walls and floor here, and the back of the hall is filled with sludge and detritus, with a hollowed-out cubbyhole for the "tame" **monstrous crayfish**^B that lives here. As noted above, the crayfish is away guarding **Area D1-19** during night hours.

D1-21. HALL OF CORAL

Water drips here constantly, bringing with it impurities and silt that have hardened to coral over the many years. The walls and floor are covered with the stuff. It is not dangerous but is a beautiful sight to behold.

D1-22. EVEN CLERICS GOTTA GO

This is the loo used by the priests of Dagon. The pool here is filthy but connects via small tunnels to the cavern outside. Small rivulets of running water slowly push Dagonite waste out of the pool. Anyone falling into this miserable pit has an effective Charisma of 3 until they can be thoroughly cleaned. A ring is lodged in a small crevice at the bottom of the pool. It is not magical, but if cleaned, it and the attached ruby are worth 1000 gp.

D1-23. GREAT HALL

The ceiling soars to 30 feet, and the room is mostly dry. Once the muscular heart of the scallop, this area now holds more than a dozen sleeping pallets. Clothes, robes, and old boots are scattered about. There is a 30% chance that 1d4 lesser priests of Dagon (use **cult fanatics**) are here, and a 50% chance of 1d4 + 1 Dagonite soldiers (use **scout** but replace the shortsword with a spear and remove the longbow).

D1-24. SLAVES DEN

Shackles are mounted to the walls for large and small humanoids. Rotted bones that have been picked clean line the floor. There is a 20% chance that 1d4 potential sacrifices (**commoners**) are here; these poor souls were picked up by the pirates during raids, or rarely, when they captured a rice farmer or loner from Saemish.

D1-25. THE FISH BOWL

This area is the central focus of the temple. Once the setting for an oyster of incredible size, it is hollowed out above and below extending to the limits of the shells to create a sphere some 70 feet in diameter. The bottom half is filled with seawater that swirls lazily and teems with strange life. The floor is laid out in tiles covered with ichor. What looks like a structure can be seen underwater, the top of some strange, small underwater building.

The walls here are so smooth as to be like glass, and the floor is actual glass, a chessboard of open and closed 10-foot tiles that allow priests and their followers to be seen to be walking on water, while allowing access to the waters below. Sir Keven performs his vile sacrifices here, while most ceremonies are held in the more public temple on the level above. He is assisted by a servant of Dagon: a mighty **aboleth** and its servitors. If it is night, he and the aboleth are here sacrificing those brought back by the pirates and leading dark rituals to the demon prince. There are always 1d4 lesser priests (use **cult fanatics**) and 3d6 worshippers (**commoners**) here.

Sir Keven uses the statistics of a **priest** with the following changes:

- His Challenge Rating is 3 (700 XP)
- He has a Strength of 16 (+3)
- He has AC 19 (+1 *plate*)
- He uses a +1 *mace* (+6 to hit, 7 [1d8 + 4] bludgeoning damage)
- He has a *staff of the sea*^C, a *spell scroll* with *commune* and a *spell scroll* with *cure wounds* (at level 3)
- Replace *lesser restoration* with *silence* and *dispel magic* with *water cell*^C.

APPENDIX A: NEW MAGIC ITEMS

MACE OF JENS

Weapon (mace), rare (requires attunement)

This weapon was created many generations ago and has been in Jens' family since it was forged. Jens is quite cautious with its *thunderwave* ability, because the loud *crack!* the mace makes when this is used can cause structural damage to what is struck (it can crack up to 3 inches of stone) and is particularly dangerous in caverns prone to cave-ins.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, once per day, you can use an action to cast *thunderwave* (save DC 15) from it.

RING OF PROTECTION

Wondrous item, rarity varies (requires attunement)

While wearing this ring, you gain a bonus to your AC and saving throws. The amount of the bonus depends on the ring's rarity.

Ring of...	Rarity	Bonus
Protection	rare	+1
Greater protection	very rare	+2
Superior protection	legendary	+3

STAFF OF THE SEA

Wondrous item, very rare (requires attunement)

This staff has 7 charges. While holding it, you can use an action to expend 4 or more charges to cast *dominate beast* on any sea creatures (save DC 15). For each charge above 4 used, the duration of the spell increases (5 charges gives a duration of concentration, up 10 minutes, 6 charges concentration, up to one hour, and 7 charges, concentration, up to 8 hours). For a single charge, you can cast *watery cell*^c (save DC 15). Additionally, you can breathe underwater while holding the staff and gain a swim Speed of 30.

Treasure: Should the party prevail and search the waters, they find the aboleth's lair: a miniature, hollow fishbowl ornament of the lighthouse itself where the aboleth has gathered any sacrifices (of inedible nature) and stored them in three large piles:

Pile 1: A round iron shield covered in gold plating (1200 gp), 18,532 sp, 18 sealed scroll cases (20 gp each) that contain maps of the local borderlands (20 gp each), 27 rings of malachite (10 gp each), three sealed potions bottles (*diminution*, *resistance*, *flying*)

Pile 2: A +2 *flail* and a winged helm of silver (100 gp), both of which are perched atop a trunk with a watertight seal. Inside is a waterproofed spellbook containing all 1st- and 2nd-level wizard spells, as well as three 3rd-level wizard spells and a 4th-level wizard spell. The trunk itself is engraved in mithril and clearly of dwarven make (3000 gp)

Pile 3: A small sculpture of Dagon. It shows more detail than most scholars have ever dreamed of, hinting at a real shape and scale. Despite its small size (about 4 inches high), the more you study it, the more details seem to be found (3000 gp). There is also 2344 gp and a *cloak of protection*.

CONCLUSION

Here ends the *Lighthouse of Anan Marath* ... or does it?

The characters have cleared the lighthouse, and the village of Saemish is set up to re-establish trade. The profit-sharing reward should act as an incentive for the characters to keep the welfare of the village in their mind. Perhaps to increase their share, the characters might travel to larger, nearby cities to let the merchants know that the lighthouse has been reignited and that Saemish is a friendly port once more. Perhaps the characters are called upon to protect the town from the Brotherhood of the Sea or a consortium of pirate lords bent on revenge, or even from a new menace that threatens the town (and their returns).



APPENDIX B: NEW MONSTERS

AQUEOUS WIGHT

An aqueous wight is a humanoid who broke their oath to Dagon and was cursed with a twisted form of undeath. Tentacles sprout from the creature’s face and its blood turns to a salty acidic brine that constantly burns it from the inside. This does not help its disposition.

AQUEOUS WIGHT

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks that aren’t silvered

Damage Immunities acid, poison

Condition Immunities Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 13

Languages all the languages it knew in life

Challenge 2 (450 XP)

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

Grapppler. If the aqueous wight hits a single creature with both of its Claw attacks, the creature is grappled (escape DC 14). The aqueous wight has advantage on Tentacle attacks against a creature it has grappled.

Acidic Blood. A creature that is within 5 feet of an aqueous wight when the wight takes piercing or slashing damage is sprayed with the wight’s acidic blood and takes 3 (1d6) acid damage.

Actions

Multiattack. The aqueous wight makes two Claw attacks and one Tentacle attack.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Tentacle. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8 + 2) necrotic damage. The target must succeed on a DC 13 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. A humanoid slain by this attack rises 24 hours later as an aqueous zombie^B under the wight’s control, unless the humanoid is restored to life or its body is destroyed. The aqueous wight can have no more than twelve zombies under its control at one time.

AQUEOUS ZOMBIE

While the aqueous wight was once a follower of Dagon, the aqueous zombie was a sacrifice. The ritual to create them is quite gruesome and involves stuffing the still-living sacrifice with dried sea salt and blood until their stomach bursts, at which point they are drowned.

AQUEOUS ZOMBIE

Medium undead, neutral evil

Armor Class 9

Hit Points 30 (4d8 + 12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (–1)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can’t speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the aqueous 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 aqueous zombie drops to 1 hit point instead.

Actions

Multiattack. The aqueous zombie makes two Slam attacks.

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

Salt Spray (recharge 5–6). The aqueous zombie ejects a salt spray in a 10-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage, or half as much damage on a successful one.

CRABFOLK

This giant-sized creature is a bipedal humanoid with a crab-like head, large hands that end in powerful pincers, feet that are splayed. It is covered with chitinous plates, reddish-brown in color. Two smaller humanoid arms protrude below its pincers.

Crabfolk inhabit coastal waters, hunting fish and gathering food. Crabfolk communicate with others of their race through a series of hisses and clicks.

A typical crabfolk stands about 9 feet tall. They speak their own language, and those with an Intelligence of 12 or higher often speak common.

CRABFOLK

Large monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	8 (–1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Crabfolk, some speak Common

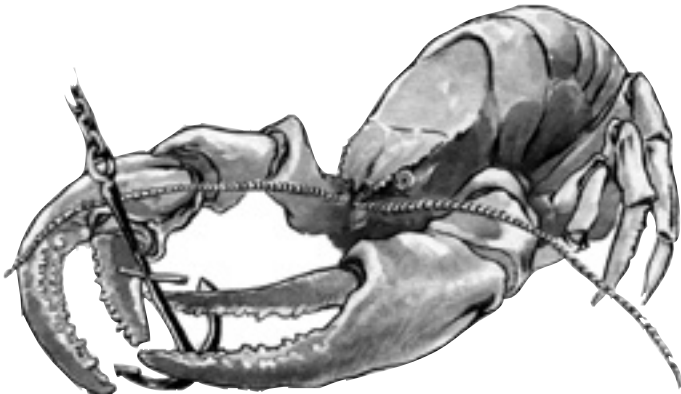
Challenge 1 (200 XP)

Amphibious. The crabfolk can breathe air and water.

Actions

Multiattack. The crabfolk makes two attacks with its Pincers.

Pincers. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) slashing damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the crabfolk doesn't have another creature grappled already. The target is restrained until the grapple ends.



CRAYFISH, MONSTROUS

This creature looks like a giant lobster with a sharp snout and eyes on movable, flickering stalks. Two large claws extend from its thorax in front of four smaller pairs of spindly walking legs. Its exoskeleton is dark brown.

Monstrous crayfish are freshwater creatures that dwell on the bottoms of seas, lakes, ponds, and other shallow water. They are predators and scavengers that exist on a diet of decaying flesh from dead fish, algae, snails, worms, and other animals, including swimmers who venture too close to the monstrous crayfish's lair.

These giant crayfish make their homes under rocks or in underwater tunnels that are dug by the crayfish. Their flooded tunnels extend over long distances and always include a "chimney" through which the monstrous crayfish can enter and exit its home via dry ground. These exits have been found as far as 100 feet inland from the lake shore or river bank.

Giant crayfish are often hunted as food by dragon turtles, humans, storm giants, and giant turtles.

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MONSTROUS CRAYFISH

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	1 (–5)	10 (+0)	2 (–5)

Condition Immunities Frightened

Senses: Darkvision 60 ft.

Languages: —

Challenge 2 (450 XP)

Water Dependency. A monstrous crayfish can survive out of water for 7 hours. After this limit, a monstrous crayfish begins suffocating.

Actions

Multiattack. A monstrous crayfish attacks twice, using any combination of Pincer and Crush attacks.

Pincer. Melee weapon attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage and the target is grappled (escape DC 15).

Crush. The monstrous crayfish crushes one creature that it has grappled. The target takes 7 (1d8 + 3) piercing damage.

CRYSTAL OOZE

The crystal ooze is an aquatic variety of the gray ooze. It is semitransparent and clear, almost impossible to see in the water and looks like nothing more than a puddle of water. The crystal ooze can grow to a length of up to 8 feet and a thickness of about 6 inches.

CRYSTAL OOZE

Medium ooze, unaligned

Armor Class 8
Hit Points 30 (4d8 + 12)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (–1)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0
Damage Immunities acid, cold, fire
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/2 (50 XP)

Amorphous. The crystal ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of wood or other organic material that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of wood or other organic material that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical wood, leather, or other organic material in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Partially Amphibious. Crystal oozes can survive out of the water for 5 hours.

Actions

Multiattack. The aqueous zombie makes two Slam attacks.

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical leather armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. In addition, a creature hit by this attack must succeed on a DC 14 Constitution saving throw or become paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

EEL, GIANT ELECTRIC

The giant electric eel is about 10 feet along. It prefers to paralyze its prey prior to engaging with it.

GIANT ELECTRIC EEL

Large beast, unaligned

Armor Class 12
Hit Points 15 (2d10 + 3)
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14(+2)	17 (+3)	3 (–4)	6 (–2)	5 (–3)

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/2 (50 XP)

Water Breathing. The giant electric eel can breathe only underwater.

Actions

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

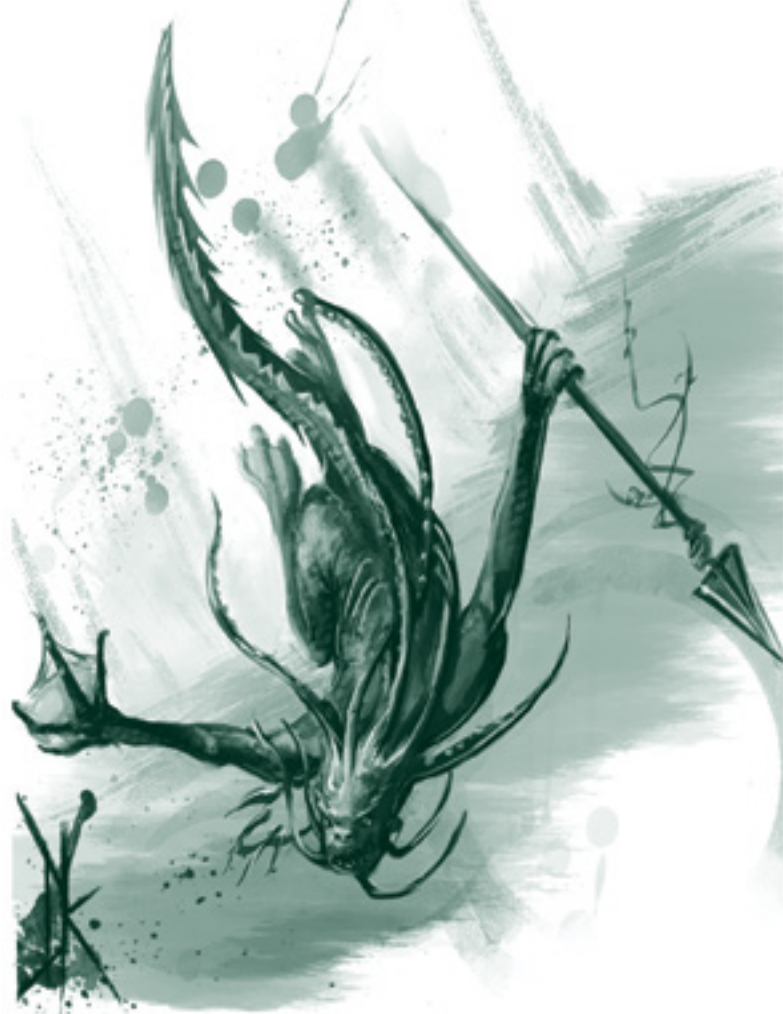
Electric Shock (recharge 5–6). The electric eel releases a built-up charge. All creatures within 30 feet in the surrounding water must make a DC 13 Constitution saving throw. On a failed save, a creature takes 10 (3d6) lightning damage and is paralyzed until the end of the target’s next turn. On a successful save, the creature takes half as much damage and is not paralyzed. Creatures in metal armor have disadvantage on the saving throw.

FUNGAL CREEPER

The Fungal Creeper is a patch of fungus growing upon a boulder or wall, which often appears weathered and strangely corroded. The name comes from its ability to creep along the wall, moving about to follow living creatures. Fungal creepers draw sustenance from minerals found in rock and stone, but supplement their diets with fresh blood.

A fungal creeper may be distracted by fresh meat, whether in the form of rations no more than 1 day old or the body of an unconscious combatant. They are scavengers, and will move to feed off carrion as soon as it is detected.

— Author: Scott Wylie Roberts, “Myrystyr”



GILLMONKEY

Gillmonkeys are nasty, monkey-like creatures that live in the sea. They have hairless, pinkish-brown skin and short tentacle-like growths on the top of the head. They attack in packs, sometimes swarming over a ship's rail.

GILLMONKEY

small monstrosity, chaotic evil

Armor Class 14

Hit Points 11 (2d6 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	12 (+1)	8 (–1)	11 (+0)

Skills Perception +1, Stealth +6

Senses blindsense 60 ft. passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Amphibious. The gill monkey can breathe in air or water.

Actions

Multiattack. The gillmonkey makes one Bite attack and either two Claw attacks or one melee Spear attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) slashing damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

GREEN SLIME

Green slime is corrosive, slick, and adhesive, sticking to anything it comes into contact with. Metal, flesh, organic material is especially vulnerable to the corrosive properties of the slime. It is often found in warm, humid caverns and ruins, and will be noticeable as it clings to ceilings, walls, and covers floors, usually in 5-foot squares.

Green slime can detect movement within 30 feet and will drop on unsuspecting victims when they are below it; it is unable to move so much depend on unwitting prey. If a creature is aware of the presence of the slime, they can attempt to avoid the hazard by succeeding on a DC 10 Dexterity saving throw.

The green slime secretes acid and does 5 (1d10) acid damage to any creature it comes into contact with. This damage continues on each of the creature's turns until it uses an action to remove or destroy the slime. Much like its more evolved ooze relatives, the green slime is doubly caustic to nonmagical wood and metal, doing 11 (2d10) acid damage against objects of these types.

Green slime is vulnerable to and will be destroyed by fire, cold, radiant damage, sunlight or any disease curing magic.

FUNGAL CREEPER

small plant, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	14 (+2)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities poison

Condition Immunities Exhaustion, Poisoned, Unconscious

Senses Blindsense 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Amorphous. The fungal creeper can move through an opening as small as one inch without squeezing and can occupy another creature's square.

Actions

Mycelial Bite. *Melee Weapon Attack:* +3 to hit against one target in its square. *Hit:* 4 (1d6 + 1) piercing damage. If the fungal creeper rolls a 19 or 20 to hit, it becomes attached to its target. The target loses 1d4 hit points at the beginning of each of its turns. A creature may use an action to attempt a DC 13 Strength check to remove the fungal creeper from its target.

LEECH, GIANT SEA

More dangerous than its freshwater cousins, the giant sea leech is about 3 feet long. Along with blood, this leech sucks out the very essence of life.

GIANT SEA LEECH

small monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (–2)	14 (+2)	1 (–5)	8 (–1)	1 (–5)

Damage Immunities poison

Condition Immunities Exhaustion, Poisoned

Senses blindsense 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1/2 (100 XP)

Amphibious. The giant sea leech can breathe in air or water.

Numbing Bite. The giant sea leech secretes a powerful numbing agent when it bites underwater. Its victim must make a successful DC 14 Wisdom saving throw to notice that it has a leech attached unless it is being actively sought.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage and the leech is attached to its target.

Life Suck. While the leech is attached to a creature and alive, instead of making a Bite attack, it sucks the life essence from its victim. The target loses 1d6 hit points and gains a level of Exhaustion. The leech gains hit points equal to half the loss to the target, increasing its hit point maximum if necessary. A creature can use an action to attempt a DC 13 Strength check to remove the leech. A successful removal causes 3 (1d6) slashing damage to the target, even if the leech is dead. Alternatively, a dead leech can be removed without causing damage with a successful DC 17 Wisdom (Medicine) check.

PRIEST OF ORCUS

Medium humanoid (human), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Con +4, Wis +7

Skills History +3, Investigation +3, Medicine +7, Religion +3

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Abyssal Blessing of Orcus. The priest of Orcus gains 15 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Deadsight. The most blessed of Orcus are gifted with truesight.

Unholy Strike. Once on each of the priest's turns when it hits a creature with a weapon attack, the priest can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The priest of Orcus is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared: Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, false life, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (2 slots): *blight, guardian of faith*

Actions

+1 Unholy Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning 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.

Caress of Orcus (recharges after a short or long rest).

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the priest's control, unless the humanoid is restored to life or its body is destroyed. The priest can have no more than four shadows under its control at one time.

SMOKE DRAGON

(DRACO FUMO SUFFOCO)

This creature is a small, 3-foot-long dragon with a grayish underbelly and black scales. Its feet are tipped with smoke-gray talons and it has red-tinged wings and blue-gray eyes. Small under-curved horns protrude from its head and its serpentine tail writhes like a plume of smoke.

Smoke dragons lair in marshes, dense forests, or just about any area where thick fog is present (or can be present). They venture from their lair when the fog is the thickest, so most encounters occur in the morning. Lairs take the form of natural caves or caverns and are usually near a natural source of water. They eat just about anything but prefer a diet of fruits, plants, and berries. They also eat small animals such as mice and other rodents found slinking about near their lair. A smoke dragon's feeding ground is generally small and most cover an area of less than 1 square mile.

Smoke dragons live in small groups and such a group always includes at least one mated pair. Hatchlings can assume smoke form for 1 minute per day but cannot fly. If eggs are present, the female guards them closely and will fight to the death protecting them. Eggs are round, mottled gray and black.

Smoke dragons are generally inoffensive creatures and keep to themselves. Only when threatened or if their lair is threatened do they attack. In such cases, a smoke dragon unleashes its breath weapon and then swoops in to attack with its claws and bite. If the smoke dragon is outnumbered or overwhelmed, it uses its smoke form to avoid its opponents and flee. Multiple smoke dragons gang up against foes, alternating their breath weapon and natural attacks with the other smoke dragons in the gang; i.e., one smoke dragon belches forth its breath weapon while the others swoop in and attack with their claws and bite.



SMOKE DRAGON

Small Dragon, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +3, Con +3, Wis +3, Cha +2

Skills Nature +2, Perception +5, Stealth +5, Survival +3

Damage Immunities fire

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 15

Languages Common, Draconic

Challenge 1 (200 XP)

Blending. The smoke dragon has advantage on Dexterity (Stealth) checks made to hide within areas of smoke or fog.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage.

Smoke Breath (recharge 5–6). The smoke dragon exhales a 20-foot cone of thick, black smoke that spreads around corners. The area is heavily obscured, and the cloud of smoke remains for 1 minute or until dispersed by a moderate or stronger wind (at least 10 miles per hour). Creatures that enter or begin their turn in the area must succeed on a DC 11 Constitution saving throw or be poisoned. While poisoned, the creature must succeed on a DC 11 Constitution saving throw at the beginning of its turn, or spend its turn coughing and retching, preventing the creature from taking actions or moving. Once a poisoned creature succeeds on three consecutive saving throws, it is no longer poisoned.

Smoke Form (1/day). The smoke dragon polymorphs into a Medium cloud of smoke. While in smoke form, the dragon can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, it is immune to all nonmagical damage. The transformation last for 1 hour unless the smoke dragon chooses to end it earlier with a bonus action.

APPENDIX C: NEW SPELL

WATERY CELL

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You conjure a globe of swirling saltwater around a single creature within range. The creature must make a Constitution saving throw. On a failed save, the creature is restrained, incapacitated, and suffocating. On a successful save, the creature is grappled by the bubble (escape DC equal to your spell save DC). It is possible for a creature outside the watery cell to pull an incapacitated creature from the bubble with a successful Strength check against your spell save DC.



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Fungal Creeper Author: Scott Wylie Roberts, "Myrstyr"

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Tome of Horrors © 2018, Frog God Games, LLC; Authors: Kevin Baase, Erica Balsley, John "Pexx" Barnhouse, Christopher Bishop, Casey Christofferson, Jim Collura, Andrea Costantini, Jayson 'Rocky' Gardner, Zach Glazar, Meghan Greene, Scott Greene, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Bill Kenower, Patrick Lawinger, Rhiannon Louve, Ian McGarty, Edwin Nagy, James Patterson, Nathan Paul, Patrick N. Pilgrim, Clark Peterson, Anthony Pryor, Greg Ragland, Robert Schwalb, G. Scott Swift, Greg A. Vaughan, and Bill Webb

Crayfish, Monstrous, Fifth Edition Foes, Frog God Games

Gillmonkey, The Lighthouse of Anan Marth © 2019, Frog God Games

Giant Sea leech, Tome of Horrors (5e), Frog God Games

Priest of Orcus, The Lighthouse of Anan Marth © 2019, Frog God Games

Smoke Dragon, Tome of Horrors (5e), Frog God Games

Undead feral cat, Fifth Edition Foes, Frog God Games

Undead swordsman, Tome of Horrors (5e), Frog God Games

Wight, Aqueous, The Lighthouse of Anan Marth © 2019, Frog God Games

Zombie, Aqueous, The Lighthouse of Anan Marth © 2019, Frog God Games

The Sea King's Malice © 2019, Frog God Games, LLC; Author: Alex Kammer

The Lighthouse of Anan Marth © 2019, Frog God Games, LLC; Author: Jim Stanton



ADVENTURES
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THE LIGHTHOUSE OF ANAN MARATH

by Jim Stanton

From the shoreline of the village of Saemish, waves can be seen tossing their salt and spray upon four small islands, the largest of which is Anan Marath. A great bridge, aged and deteriorated, spans from the mainland connecting these islands and ending at colossal lighthouse on Anan Marath.

Each mighty structure is created from the deep-green bedrock found only in the bedrocks of the watery abyss.

For decades, the Lighthouse of Anan Marath has remained dark. Slowly de-volving into a state of shabby disrepair. But no longer! The village council has decided — narrowly and after angry debate — to restore the lighthouse and clear it of its dark and bloody past.

The Lighthouse of Anan Marath is a challenging scenario for 4–6 Tier 2 characters of levels 5–7.



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