

## **A Rambunctious Raft of Ruffians**

In a town called Aramoor, while the party is investigating the aboleth's whereabouts, a group of sailors begin tailing them through the area, clearly keeping an eye on them during the day. If the party notices and confronts the sailors during the day, the sailors will speak of the strange occurrences that have been taking place, saying that there is an unease about the town, that just so happens to coincide with the party's arrival. The sailors won't be hostile in the middle of town, but they will invite the party to their ship at night in order to "discuss potential solutions."

If the players decide to meet the sailors, they will be ambushed on the docks by 3 **Aboleth Slaves**, which can be seen coming with a DC 13 Perception check. The sailors will attempt to capture the players, rather than kill them and take them to their captain. Captain Du Yahui is a slave to the Aboleth, but his crew does not know this. He has ordered his crew to take in any suspicious outsiders, telling them that he wishes to solve the crisis of the lighthouse by removing outside dangers. They can either defeat the sailors and Du Yahui, upon which Du will be released from the Aboleth's control and tell them of his manipulation, or if they figure out Du's situation, they can convince the crew that Du is not himself, and must be captured in order to release the control over him. This is a very difficult option, and will require a very high DC 20 Persuasion check.

## **The Island**

Off the coast of The Forgotten Realms, in an eerie part of the land lies a tower which, by day, seems inconspicuous enough. However, at night, it emits a light so pure that there is no darkness it could pierce. Nobody knows why the light is produced, nor who does it. There are only two constants known about The Island, one of which is more rumor than fact. The first is that nobody

who has stepped on The Island- for whatever reason- has returned. The second is that all who have attempted to name The Island remember the name they have given it. They do not even have enough time to write it down. What the Fishermen see, however, is an all important landmark that helps save lives, and is important to keep the trade in their village alive. Recently, however, the light has not been consistent, and does not begin at all some nights.

### **Aramoor**

Aramoor is a coastal city which is allowed to succeed partially because of The Island. The villagers have a very polarizing relationship with the tower and its inhabitants. The people understand it is necessary to help the Fishermen find their way home at nights, and has saved many lives. That being said, it has taken them as well. Now that the light is dimming, there are many villagers who would like to see it go out. A similar amount would be devastated should this come to pass. When the players arrive at the village, the strife should be evident. The town is divided into these two factions and it shows, as different members of the town will immediately ask what side you are on. The Sailors that the players had met earlier were clearly on the side of the lighthouse, to the point of wanting to kill the group if they even posed a threat. However, normal townspeople such as Ye Min who runs the local inn are very much against the lighthouse. To them, not only is it unnatural- but it also drives away travelers. If the players choose a side, then this will derail relationships on the opposite end. Either way, because there is the possibility of an Aboleth being here, the players are likely to venture towards The Island.

### **Zi Hong's house:**

Zi Hong is likely the only living town member to remember the current inhabitant of the tower- Varskells. She has long since suspected it was him who created the tower, but did not wish to bring any harm to him. Since the lighthouse has begun to be more fickle, she has worried about what may be happening to him. Should the players ask around about the tower and show kindness, she may approach them and ask for their help. She will explain to them the history of Varkells, explained on the next page.

### **Entering The Tower**

Inside the tower dwells a wizard who is intent on keeping himself from outside visitors. When the players embark on The Island, a heavy mist will fall. They will then encounter a group of undead who will attempt to keep them from the tower. Once the players have defeated them, they will face the challenge of entering the tower itself. There is no puzzle, as there was never any intent for visitors. The door is locked from the inside. There is a magical barrier around the tower which can be done away with by Dispel Magic. Otherwise, the wizard will shout down to the players, telling them to go away. The players can attempt to convince the wizard to let them in. If all else fails, there are casters in the town with knowledge of Dispel Magic.

### **Inside The Tower**

Inside the tower, a rat man wizard named Varskells resides. He is the official keeper of the tower, and is not entirely sane. Aside from him, the tower has only two floors immediately visible.

Deep underneath the Tower, through a secret tunnel, is an underwater cave which is home to the Aboleth, which Varskells currently guards with his life. In fact, should the players find the trap door which leads to the cave, or if he believes that they will harm the Aboleth in any way, the

wizard will call out to the Aboleth and tell him to escape. However, depending on the way the party approaches him, he may join the party as a friend.

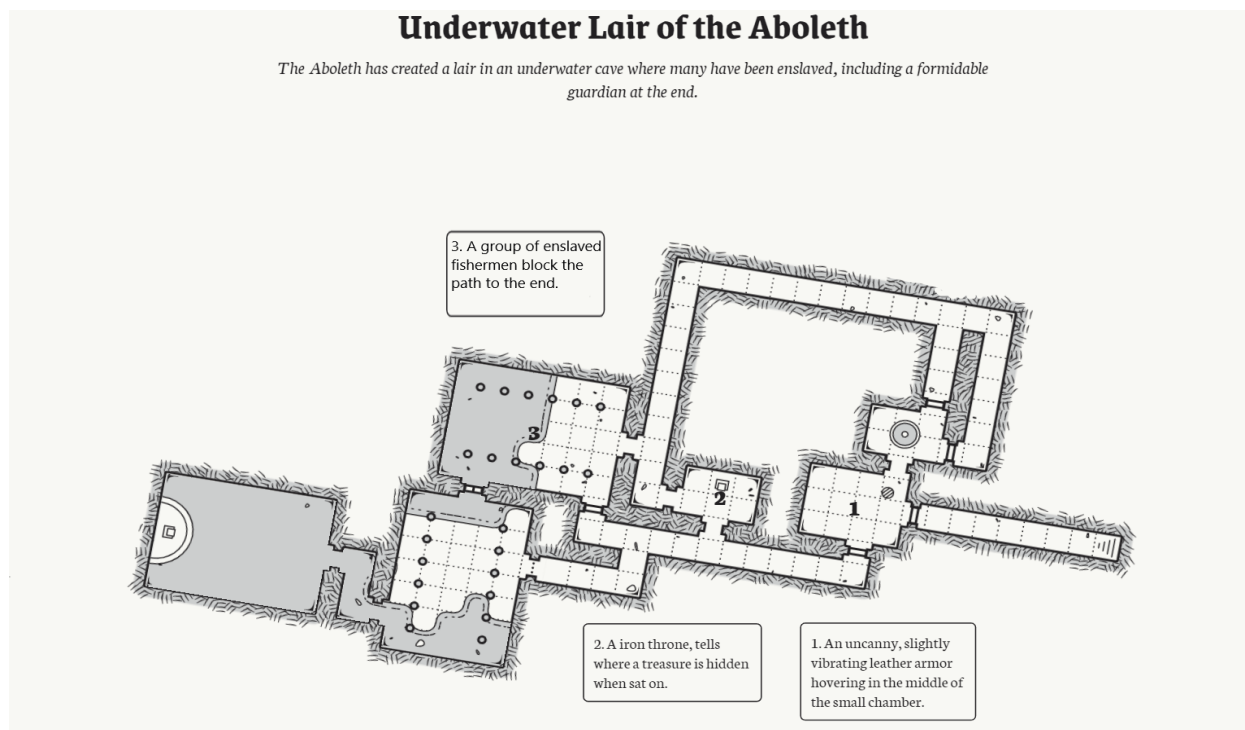
### **The history of Varskells**

Once a proud human wizard, Varskells was one of the most promising scholars in all The Forgotten Realms. One fateful day, he found tomes that hinted to the secret of immortality. Due to hubris and an insatiable thirst for knowledge, he was unable to let this go. However, there was an ideal not often found in such prominent scholars which guided his hand as well. He wished to share this secret with all, so everyone could benefit. What he found when he met his end, however, was a covenant. Not recognizing the telltale signs because of his lust, Varskells entered the lair and was immediately overpowered. As punishment for his endeavors, the witches cast two curses on him. One turned him into the rat man he is today along with erasing his name, as a way of repentance for his curiosity. The other makes him blind, in reference to the lust which drove him. They then let him go, as this was a fate worse than death in their eyes. With nowhere to go, he wandered until he found Aramoor, and collapsed. He was nursed back to health by a family who found him. Their father was a fisherman who had been lost at sea, due to the rocky nature of the coasts, and the need to provide for his family. When Varskells was discovered, he was driven away. As repayment for the debt he believes he has incurred, he creates the Tower. However, he does not want to be seen by anyone, and will allow few to enter. This story can be told to the adventurers should they encounter the daughter of this family, who is now an adult with a house- and children- of her own. The rest, of course, is unknown. Once on The Island, and within his Tower, Varskells began to develop partial insanity due to visions imbued by the Aboleth. At some point, the creature struck up a deal with him. Varskells would see himself as the man he

once was in exchange for those who wander onto the island. Because of his madness, he accepts, and builds a secret tunnel down to the underwater cave, in which the Aboleth resides. The recent lapses of light have come from his more recent bouts of madness, which only continues to grow worse. He begins to forget, and sees little point in turning on the lights now that he is human once more.

## The Cave

The caves underneath The Island unfold into a labyrinth, in which there are various enemies to fight, leading to the final chamber- an enslaved troll. See the map below.



1. 2 sets of **Animated Armor** float in the middle of the room guarding the entrance. They will attack the first party member coming from the narrow stairwell.
2. This room was left by the Aboleth as a contingency plan for if the Troll ever broke free from the spell that had been placed upon it and it was away. Should the players sit on the

throne, they will find that the seat is barely propped up, and underneath is a potion of fire breath.

3. A group of 5 **Aboleth Slaves** who will surprise the players when they jump out from the submerged areas of the chamber.