



## LIGHTHOUSE ISLE

### MAP DESCRIPTIONS

#### ISLAND APPROACH

The rough seas toss spray into your faces as you watch the island come into view. At the base of rocky cliffs is a small pebble beach, dark waves with foamy crests crash upon it, making the pebbles clatter and roll with every surge. Carved from the cliffs are weathered stone steps slick with water and green slime. At the top of the cliffs, you can make out windswept grass tufts and a small squat cottage. At the edge of the cliffs is a tall stone lighthouse, its white paint flaking, its lantern dark.

#### THE COTTAGE

The Keepers cottage is a single-story stone building with a flat lead roof. The windows are small, their glass thick. The interior is furnished with simple well made wooden furniture. The desk is strewn with documents filled with tables of numbers, records of weather and notes on supplies. A neat little kitchen is well organised, the bedroom with two single beds would be cosy if the hearth was lit.

#### THE LIGHTHOUSE STOREROOM

The lighthouse is made from thick granite brick painted white. The door is thick, painted green and opens into a storeroom filled with supplies. A small work desk is positioned by the door and a stone staircase with a brass handrail winds up around the wall of the lighthouse. Below the stairs are arched alcoves filled with boxes, ropes and barrels.

#### THE LANTERN ROOM

The stairs circle the lighthouse a number of times before reaching the lantern room. The walls of the lantern room are made from glass panes secured between a brass framework. Around the outside of the room is a narrow walkway, surrounded by a dark iron railing. At the centre of the room is a large brass and bronze fixture with a glass lantern at its top. A few barrels of lamp oil sit to one side, along with tools and a small wooden stool.

## NOTES AND TIPS

- **30x45** Grid Map
- Grab a boat from my City Docks map as a way for your party to reach the island.
- Use this as a stopping-off place for the night, it's strange the light is not lit.
- The Lighthouse is dark and the party is tasked to look into the mystery:
  - Merfolk have captured the Keepers. They raid the Lighthouse at night, climbing the cliffs. Have the party defend the stairs up from the beaches.
  - Smugglers are using the sea caves to store loot. The new Keepers refused to be bribed and were kidnapped or killed. Use my Grotto map as a second location.
  - A roc is attracted to the light of the lighthouse and has eaten the Keepers. If the light is lit it will return. Describe huge claw marks on the buildings.

- Galeforce winds blew the Keepers off the cliffs and to their deaths. Have the party find the Keepers at the bottom of the cliffs. Maybe there is an aggressive wind elemental on the island.
- Ghosts! The place is haunted by a Keeper that died at the lighthouse. He haunts the lantern room and the Keepers are too scared to venture up and confront it.
- Sirens have moved onto the island and sing at night drawing ships onto the rocks even with the lighthouse lit. Have the party investigate why this is happening.
- An evil wizard is performing a ritual to summon something nasty at the top of the lighthouse, the party must fight their way in and prevent the summoning spell from being completed. Maybe the Keepers are part of a cult working with the wizard.

## VARIANTS

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