

A bell below the river. A watch upon the bridge. One last light against the dark.

Lanternwick has forgotten why it keeps its promises. This Halloween, your table gets to decide what happens when the dead come asking.

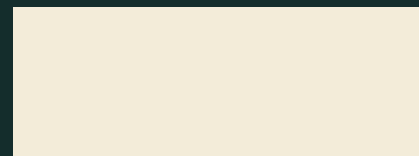
Investigate a ghost's warning at Blackwater Mill. Face the skeleton soldiers of Briarbridge. Then gather your allies as restless harvest workers and a moving lantern arch threaten the final procession.

Three complete adventures. Twelve encounters with room for clever plans and peaceful solutions. Four location diagrams, nine handouts, and a campaign ledger that carries your choices into the finale.

Eerie mysteries and meaningful danger for families with pre-teens and young teens. Hopeful endings. No gore. Approximately 7-9 hours across three sessions.

36 PAGES / US LETTER / COLOR PAPERBACK

Original AI-assisted writing and artwork, made with Familiar.
Requires 5e character sheets and ordinary playing materials.



LANTERNWICK'S LONG NIGHT



THREE ADVENTURES FOR THE NIGHTS BEFORE HALLOWEEN

5e-compatible homebrew | Levels 2-4 | A Familiar adventure