

THREE ADVENTURES OF WIT & COURAGE

Learn the monster. Change the fight.

A troll's wounds close as fast as the hunters strike. A dead captain still waits for relief. Two quarry workers stand frozen in stone.

Bring your heroes to Lantern Vale, where observation, preparation and teamwork can matter as much as a sword. Rescue the millwright's brother, settle an unfinished watch, and brave a basilisk's quarry.

Three independent adventures for four level-4 characters, each designed for about two hours. Serious fantasy mystery for ages 10-12 and older, with dry humor, dangerous choices and several ways to succeed.

Inside: complete creature rules, memorable NPCs, twelve encounters, three chapter illustrations, six DM/player maps and six handouts. Adjustments for three or five heroes.

2014 fifth-edition rules with clearly labeled homebrew.
Original adventure collection. AI-generated illustrations.
Editorially reviewed; not playtested by a human group.

36-page print interior: 34 book pages and two labeled session-note pages. Core rules and player characters required.

