

The cave looks like safety.

Caravans vanish east of Caldris. A captain buries the reports. A bounty hunter refuses his money. Fifty miles down the road, a dry cave welcomes travelers out of the rain.

Find the missing guards, trace a broken oath, and recover Warden's Promise. Research reveals ways to counter a deadly voice; daylight, rescue, negotiation, preparation and retreat all change the outcome.

Includes five scenes, complete original creature and item rules, five illustration and sketch plates, three maps, and six detachable player handouts.



Original fifth-edition homebrew. Undead suspense without graphic gore.
Copyedited and visually reviewed; not human-playtested.

32-page print edition: 24 adventure and handout pages
plus 8 lined session-note pages.

AN INVESTIGATION ON THE EAST ROAD

The Last Light at Mile Fifty



A shelter from the storm.
A voice that will not let you leave.

4 LEVEL-5 CHARACTERS | 2-3 HOURS | FIFTH EDITION

bandolek