

One hunter. Chosen victims.
One fortress. A city in its sights.

Expose the living hand behind an undead hunt. Then breach a storm-battered keep, free its prisoners, and tear apart the bone-bound siege construct that will break their home.



Ten encounters. Twelve original illustrations. Two keyed diagrams. Six player handouts. Clear objectives, dangerous opposition, and consequences worth choosing.

Two complete adventures for the same level-5 party, each playable in about 4-5 hours. Requires core rules and characters. Editorially reviewed; not independently playtested.

32 PAGES / US LETTER / COLOR PAPERBACK

Original AI-assisted writing and art. Made with Familiar.

AUTUMN PERILS

THE BLACK ANTLER HUNT / GRAVEWAKE KEEP



TWO ILLUSTRATED LEVEL-5 ADVENTURES

3-5 PLAYERS + DM | ORIGINAL 5e-COMPATIBLE HOMEBREW