

LUNCH BREAK HEROES
PRESENTS

DEATH
BY
LANTERNLIGHT

5E
COMPATIBLE

CREDITS

Lead Designer: Steve Miller

Writers: Steve Miller, [Vall Syrene/Vall Does DnD](#)

Cartographer: Andy D'Amato

Artists: Galina, Kevin Carden, Vall Syrene, Veneratio, Vikeriya

PATRONS

This content is made possible through the support of the following patrons. If you'd like to see yourself here, visit

<https://patreon.com/lunchbreakheroes>

GOLD PATRONS

- Aaron Dotson
- Adrian E
- Alex Bishop
- Alexander Reustle
- Amy Moulton
- Andreas Johansson
- Andrew Baird
- Andy M Goldberg
- Brian Higginbotham
- Bryan Prowant
- Chantelle c
- Cocoflash J
- Colt Butrick
- Debby
- Dylan
- Eastern Shore
- Eric
- FelipeC.
- GHSupermonkey
- GolfLimaZulu
- Gregory S Kelly
- Guy Russo
- Hilthalion
- Jako Kempen
- Jame
- Jason Reese
- Jaycob Boissonneau
- Jeffrey Sheldon
- Jerry
- Joe Ford
- Joseph B Gilliam
- JOSEPH ROSS
- Joseph Trueblood
- Joshua Stath
- Jul
- Justin Mendoza
- Justin Scott
- Kris Mullins
- Kyler Christian
- Luke Neu
- Mahtaran
- Matthew Engles
- MattLG Thatgamer-guy
- Nyadnar#17
- Ryan Hammond
- Sandro Swen
- Scott Johnson
- Sean Brooks
- shawn kuester
- Shen Zhao

- Stephen Douglas
- Stephen Schuldt
- Talon ReQuo
- Tamir Kushilevitz
- Tom Anderson
- Trenton Mynatt
- Will Brensdal
- Wolfwood
- Xavier Madison

PLATINUM PATRONS

- Alex Rosalez
- Andy D'Amato
- Brenton Snyder
- Brian Beckmann
- Christian Breffle
- Cisquatch
- Dave Richards
- Edouard Jallad
- Fantasy Games & Comics
- HanzelMan
- Haraka
- Jason Dowd
- Justin Bassett-Green
- Kevin Brandon
- Lars Millahn
- Monica Jones
- Nick olson
- Noah Moore
- Skylar Galley
- Skyout Dova Wanderer
- Stephen Sahl
- Strahd von Zarovich
- Tags
- Teddie Burks
- Toby Harper

GET MORE ADVENTURES AT
LUNCHBREAKHEROES.COM

INTRODUCTION

In this adventure, characters take a well earned respite in *The Wistful Way*, a quaint-but-isolated inn run by a welcoming old woman and her three adopted daughters. The inn is haunted by a malicious spirit, which possesses the old woman and uses her to commit terrible acts of violence against her patrons. Through investigation, role-play and combat, characters slowly uncover the dark secrets lurking beneath the floorboards of *The Wistful Way*, eventually culminating in a final conflict to rid the inn of the malevolent spirit for good.

This adventure is intended to be played by four-to-six characters of 1st or 2nd level. After completing this adventure, the inn can also serve as a hub the characters can return to on occasion, either to find more work, NPC recruits, or to establish further relationships with the inn's owners to flesh out their own narrative.

BACKGROUND

Brigands, bandits, and the occasional monster populate the Gloamswood, a dense forest situated between several large trade settlements. Winding through it is the Gloamswood Path, a network of roads where rotting signs swing on ancient poles, each illuminated in the gloom of dusk only by the occasional hanging lantern.

The cornerstone of safe passage through the Gloamswood comes from the few inns which populate its roadside, the most notable of which

is *The Wistful Way*. Its owner, Anna Felwhindel (CG female human **commoner**), enjoys a modest living offering help and safe lodging to those who need it. Years ago, Anna found three children standing at her door, covered in rags. She discovered that they were orphans, having lost their father to a monster attack a day earlier. Anna adopted them on the spot, taking them in and raising them with as much love and care as she could. She vowed that they would never had to experience such tragedy again.

The three children, Daisy, Lavender, and Rose (NG female human **commoners**), each grew up to be caring individuals who loved *The Wistful Way* as much as Anna. However, the overwhelming grief the girls suffered at the loss of their father drew forth the spirit of a **lantern-lurker**, which haunted the children for months until Anna finally managed to conjure it forth and strike a terrible bargain: the creature would leave her adopted daughters alone in exchange for the soul of a passing adventurer once every few months.

Now trapped under the terrible grip of the ghostly spirit, *The Wistful Way* has become a tomb for many a lone merchant. While her daughters are ignorant to the curse that lurks over the inn, Anna is perpetually trapped in a cycle of fear, both worried what might come of her livelihood if her murders are uncovered and terrified what the lantern-lurker might do, should she break their deal.

WELCOME TO THE WISTFUL WAY

The Wistful Way is a tall, fashionable establishment, run by Anna Felwhindel and her three adopted daughters, Daisy, Lavender, and Rose. The structure measures approximately 40 feet wide, 30 feet deep, and 40 feet high, and has 4 floors.

The first floor contains a reception area, a common room, kitchen, and the bedroom of Anna Felwhindel. A door to the rear of the property leads to a set of three wooden out-houses and a small vegetable garden.

The second floor contains three bedrooms belonging to Daisy, Lavender and Rose, and also contains a small closet, which contains extra lantern oil, lanterns, and rope, as well as spears, shields and a crossbow for defending the inn from intruders.

The third and fourth floors each contain three bedrooms large enough to house up to two Medium creatures. The bedrooms are well looked after and cleaned regularly, and offer enough space for private conversations between adventuring parties.

INN PRICING

Staying at the inn costs 3 sp per night, per room. Breakfast can be included for an additional 1 sp per day, and morning wake up calls can be requested for free. The inn offers a selection of vegetarian dishes and wines at a cost of 1 sp each.

ROLEPLAYING ANNA AND HER DAUGHTERS

Anna Felwhindel. Anna and her daughters are kind, caring individuals with a deep passion for the service they provide with The Wistful Way. Anna is an elderly woman in her late seventies, hard of hearing but always willing to offer a friendly ear. Anna spends most of her time pottering around the garden, ensuring the inn's vegetables are looked after.

Anna's Secret. Anna has made a bargain with a lantern-lurker to ensure her daughter's protection. When there are only a few patrons staying at the inn, the lantern-lurker possesses Anna and uses her to murder one of the guests, either while they are outside at night using the out-house, or while they are asleep in one of the rooms on the third floor. She stores the lantern-lurker's victims in a stone cellar via a locked trapdoor (DC 22 to unlock) in her room.

Daisy, Lavender, and Rose. The youngest of the three sisters, Rose spends her time ensuring the inn is kept clean, tidy, and organized. She also works on the reception desk, and is likely the first person characters see upon arriving at The Wistful Way. Rose is haunted by terrible dreams from her childhood, resulting in a fear of lanterns. She doesn't know where this fear comes from, but Anna is quick to change the subject whenever it is brought up.

GHOSTLY HAUNTINGS

Lavender is the middle child of the family. She is talented with shield and spear, and Anna often relies heavily on both her and Daisy to protect the inn from troublemakers. Lavender longs for the adventuring life, but can't bring herself to do so when she knows Anna needs her. The oldest sister Daisy shoulders much of the responsibility in the running of the inn. She is a fine cook, and enjoys nothing more than to bury her head into books by firelight during her personal time. She is deeply interested in creature lore, making her a great individual to ask for monster hunting advice. Daisy is also the only other member of the household besides Anna that hears the muttered whispers emanating from the floorboards at night (see Ghostly Hauntings). Though it frightens her, she doesn't mention it around her sisters for fear of scaring them too.

ROLEPLAYING OTHER NPCs

The other NPCs visiting the inn can be used to develop other narratives while running this adventure, or used as plot devices for the lantern-lurker (see Chapter 1: The First Night).

Vikal Toebearer. Vikal (LG male human **commoner**) is a merchant who frequents the Gloamswood Path, and often passes by The Wistful Way on his return journey. He is an alcoholic who loves to sing and tell tall tales of grandeur from his explorations, most of which are greatly embellished.

Jembell Ryver. Jembell (CN female elf **commoner**) is a crook and sword-for-hire that's laying low in The Wistful Way for a few days after stealing a magical longsword (+1 weapon) from a well-to-do noble. During the evening, a character that makes a DC 13 passive Wisdom (Perception) check notices Jembell sitting on the porch outside, gazing at the sword she stole and murmuring "so shiny, so valuable" to herself.

Characters staying in the top floor of the inn are woken each night by the ghostly mutterings of murdered victims emanating from the floorboards. A character capable of communicating with the dead, or with a particular connection to death, such as a cleric or soldier, can discern the mutterings for what they truly are by making a DC 13 Intelligence (Investigation) check. On a success, the mutterings can be translated to sentences spoken by the ghost's recent victims. These sentences can be provided all at once, or learned one at a time over the course of multiple nights. Each points to a different section of this adventure, as noted in bold. Characters can investigate these sections in any order they wish after the events of The First Night. Once they have investigated at least two sections, they can proceed to Chapter 3: The Killer Revealed.

- "It's so cold down here... cold and dark... so cold..." (see The Cellar)
- "Where is she? I must find her again... ask her why... ask her why..." (see Speaking with Anna)
- "Am I sleeping? ...I must be sleeping...The bed... is so damp..." (see The Bloodied Bedroom)
- "The light... It calls to me.... The deadly light of the lantern..." (see The Lantern's Light)

If the characters investigate these mutterings after Vikal or Jembell are murdered (see Chapter 1: The First Night), you can add the following additional sentences, depending on whose death it was:

- "So shiny.... So valuable... why do I taste iron? Why am I so... cold?" (If Jembell is killed)
- "Oh my.... I feel empty. Perhaps I need another drink... something to calm the nerves...." (If Vikal is killed)

BEGINNING THE ADVENTURE

The adventure begins once the characters arrive at The Wistful Way. There they are introduced to Anna and her daughters, and later that evening, meet Vikal and Jembell, who each arrive at the inn a few hours after the characters do. The characters are free to explore the area during this down-time, chat with the NPCs, or discuss other plot-related topics regarding your campaign's narrative. Once at least half the characters have gone to bed (rounding up), proceed to the next chapter of this adventure, The First Night.

CHAPTER 1: THE FIRST NIGHT

During the night, the lantern-lurker emerges from the cellar and possesses Anna, who proceeds to murder either Vikal or Jembell. Anna deposits the body in the cellar beneath her bedroom, sating the lantern-lurker's bloodlust for now.

If a character is outside or awake after this murder takes place, they heard muffled crying coming from the common room (area 5). Upon investigating, they find Anna sitting at a table with a mug of tea, quietly sobbing into a handkerchief. If questioned, she waves them away, explaining she had a bad dream about her girls again, before leaving the tea and heading to bed.

A character examining the tea finds it to be stone cold, revealing the tea was likely left there for at least a few hours before being poured by Anna, and a DC 16 Wisdom (Insight) check reveals Anna to be hiding something (see Chapter 2: Speaking with Anna).

The following morning, the characters notice that either Vikal or Jembell don't arrive for breakfast, and overhear Anna explaining to Daisy the following, depending on who disappeared:

If Vikal Disappears. "He decided it was best to get an early start, so checked out early this morning. I didn't want to wake you, so I handled it my dear. Nothing to worry about."

If Jembell Disappears. "I don't know where she went. I woke up to her room payment on the counter this morning. No note or anything. At least it's all paid up, so nothing to worry about."

CHAPTER 2: THE INVESTIGATION

This chapter is divided into multiple sections characters can interact with in whatever way they see fit. Not all the sections need to be completed, but it is recommended for the flow of the story to have the characters complete at least two of them before moving on to Chapter 3.

THE CELLAR

Characters can discern what this muttering means by making a DC 13 Intelligence (History) check. On a successful check, they realize the muttering is likely referring to a cellar. The cellar can be found by either questioning Rose, Anna, or searching the outside of the inn for a ventilation point, which requires a successful DC 14 Wisdom (Perception) check. The entrance to the cellar can be found with a successful DC 16 Wisdom (Perception) or Intelligence (Investigation) when searching Anna's room. If the characters find and enter the trapdoor, proceed to Chapter 3: The Killer Revealed.

THE BLOODIED BEDROOM

If characters investigate the Magnolia Suite (area 14), a DC 14 Intelligence (Investigation) check or DC 15 Wisdom (Perception) check reveals bloodstains hidden beneath one of the beds. A DC 13 Wisdom (Medicine) check reveals the bloodstains are over four months old.

THE LANTERN'S LIGHT

If characters investigate the hanging lanterns outside the inn at night, a passive DC 14 Wisdom (Perception) or Intelligence (Investigation) reveals the shadow of the lantern-lurker dancing across the outside walls. If the characters follow it, the shadow enters the inn and moves across the floor of the reception towards Anna's bedroom, where it then slides between gaps in her floorboards and vanishes. The lantern-lurker's shadow can't be interacted with in any way during this event.

SPEAKING WITH ANNA

If characters speak to Anna about the voices, she dismisses the conversation with a chuckle, and lies, saying it was likely her daughters talking in their sleep again. Anna can be persuaded to tell the truth with a successful DC 17 Charisma (Persuasion) or DC 20 Charisma (Intimidation) check. The DC for this check is reduced by 2 for each other event in this section the characters reference. If the characters speak to Daisy, or Daisy is present for the conversation, she sides with the characters, reducing the DC required by a further 2. If Anna is convinced to tell the truth, she breaks down in tears, revealing the deal she made with the lantern-lurker, and admitting to the murder of Vikal or Jembell, before begging the characters for their help in lifting her curse. She leads the characters to the trapdoor in her room, and unlocks it, allowing the characters to proceed to Chapter 3: The Killer Revealed.

CHAPTER 3: THE KILLER REVEALED

The cellar is covered in the skeletal corpses of past victims, including the recently slain Vikal or Jembell. The bodies are hidden behind the lantern-lurker's Illusory Glimmer, making it mundane and uninteresting at first glance.

DAISY'S KNOWLEDGE

If Daisy learns of the lantern-lurker, she quickly dives into her research and can provide the following information to aid the party:

Aversion to Iron. The lantern-lurker is weak to magical weapons, or those forged from iron.

Master of Illusion. The creature is able to generate powerful illusion magic to confuse its prey, which includes sights, sounds and even smells.

Wielder of Fire. The lantern held by the lantern-lurker can emit a potent burst of fire, so it is wise to avoid bunching up while facing it.

LANTERN LURKER TACTICS

When the lantern-lurker detects the characters entering the cellar, it stalks them from a distance before using its Possession on the most brutish looking member of the party. If it successfully possesses its target, it attacks the other party members relentlessly. If its possession fails, it attempts to ambush the party by using its Ethereal Embers action, and then using its Illusory Glimmer to transform the cellar into an endless corridor, in which it hides.

CHAPTER 4: CONCLUSION

Upon defeating the lantern-lurker, Anna thanks the characters for their help and offers them a lifetime of free stays at the inn as a reward. In addition, she requests the characters help her remove the bodies from the cellar and give them proper burials. If the characters accept, Anna suggests they keep any valuables they find in the cellar as additional compensation for their time and kindness.

AREAS OF THE INN

The following section describes areas of The Wistful Way Inn, as seen on the maps included with this adventure.

1. COURTYARD

When characters first approach the inn, read or paraphrase the following:

Lanterns hung from posts cast their yellow light on the cobblestone path that wends its way through the Gloamswood. After a few minutes, the dense forest parts, revealing a tall but quaint wooden building in a small clearing. Iron lanterns hang over its weatherworn entrance, their flickering firelight causing shadows to dance across the structure's peeling paintwork. A sign can be seen hanging from a rusty iron chain near the building's entrance, which reads "The Wistful Way Inn".

The inn is an old building that has suffered its share of time and weather. It measures roughly 30 feet by 40 feet, and stands 40 feet tall with its four stories. The courtyard in front of the inn is covered in sparse grass that receives little light for the tall trees that surround the clearing.

Several empty crates and a bench serve as seating on the bowed front porch of the inn, and its roof sags in one corner from age and disrepair.

2. RECEPTION

The tinkling of a bell greets you as you push open the door to the inn. Before you, a set of stairs lead to the upper floor, doors lead to the north and west, and a young woman sits behind a desk where she greets you with an warm smile.

The young woman is Rose, who is charge of staffing the front desk of the inn most of the time. When characters first arrive, she greets them and arranges accommodations in accordance with the inn's prices. Once they have been checked in, Rose calls for Daisy to help them to their rooms upstairs, and alerts Lavender of the news guests in case they want food.

3. ANNA'S ROOM

This room is sparsely decorated and dominated by a wooden bed of simple construction, covered in a patchwork quilt of many vibrant colors. In a far corner is a wooden chair and small table atop a small rug. On the table is a book. A door leading outside stands in the northern wall.

Since her deal with the lantern-lurker, Anne spends as little time as possible here.

The book on the table is a medical treatise covering humanoid anatomy, and was borrowed from Daisy quite some time ago.

Hidden underneath the rug, chair, and table is a trap door that leads to the cellar. It can be found with a DC 16 Wisdom (Perception) or Intelligence (Investigation) check.

Treasure. Hidden underneath Anne's mattress is a stiletto *dag*ger. If asked about it, Anne will claim it is there for self defense.

4. KITCHEN

The hearth blazes in this stone room, filling it with a warmth that compliments the myriad of savory smells within. Various ingredients and dishes are laid about on wooden tables and cutting boards, ostensibly in some form of ordered chaos.

The kitchen is the domain of Lavender, who acts as the inn's chef. She can be found here at nearly any time of the day, either cooking for her family, current guests, or preparing ingredients for the following days' meals.

Attached to the kitchen is a pantry whose shelves are lined with dried goods such as sacks of flour and grain, as well as casks of wine and other spirits.

5. COMMON ROOM

The room is filled by the two round tables and eight chairs that dominate its space. Perhaps due to its small size, the room feels warm and homey, and is softly illuminated by the candles that sit atop the tables. A cabinet of dishes and utensils stands the northern wall.

While not in their rooms, guests of the inn congregate here to socialize and take their meals.

Treasure. A single gold piece has rolled underneath the cabinet, and can be found with a DC 10 Wisdom (Perception) check.

6. BARN

This small addition to the inn has three stalls for visitor's mounts, a hayloft, and space for the inn's two goats, Maggy and Jilly.

Treasure. A previous guest of the inn dropped a golden lions head pin worth 10gp which can be found buried in the straw of one of the stalls.

7. PRIVY

Flies buzz about the three privies that stand as far from the inn as possible without actually being inside the forest. The shape of a crescent moon has been carved into each of the privy doors to allow in light.

Nothing of value is to be found within the privies.

8. GARDEN

Lines of greenery have been planted here, and appear to be ready for harvest. Several gardening implements, such as hoes and shovels, lean against a wooden fence that is itself leaning.

Daisy and Anne both take an active role in planting and harvesting food for the inn. The garden plot is small, but it produces enough food to supplement the shipments they receive from larger towns outside of the Gloamswood.

After first making the deal with the lantern-lurker, Anne attempted to bury the bodies in the garden. She soon realized that she would run out of space, and stopped. However, four skeletons may be found underneath the garden's soil if any character digs down three feet or more.

Treasure. One of the skeletons has a set of gold teeth worth 20 gp. Another skeleton is wrapped in a *cloak of protection*.

9. ROSE'S ROOM

The door to this room opens only with a hearty shove in order to displace the piles of linens behind it. Inside, not a single scrap of bare floor can be seen, as nearly everything is covered in discarded clothing or bed sheets. Somewhere under all of the mess there might even be a bed.

This room belongs to Rose, the primary housekeeper of the inn. She spends so much of her time cleaning the rest of the inn that she spares no effort to clean her own room. She piles into the corners any washing that is yet to be done, and often trips over objects that she has buried and forgotten about.

Treasure. A silver comb that Anne gifted to Rose on her birthday, worth 20 sp, has been buried underneath a pile of linens, and can be found with a DC 15 Wisdom (Perception) check.

10. DAISY'S ROOM

The desk and table in this room are covered in piles of books of various sizes and ages. Pinned to the walls you see charcoal etchings of different plants, animals, and monsters. Each drawing is accompanied by tiny notes written in the margins.

When she is not helping Ann with the inn's business and finances, Daisy collects books and studies the biology and lore of various plants and animals. When she finds something new that catches her interest, she sketches it and jots down as many notes as she can fit onto the page.

Due to her vast array of knowledge, Daisy can prove a useful resource to anyone wanting to know more about animals or monsters that roam the area, including the lantern-lurker.

11. LAVENDER'S ROOM

This room holds little more than a single bed, a chair, and a small table. Three books are stacked neatly on the table.

Lavender spends most of her time in the kitchen, and rarely comes to her room for anything other than sleep. When she does spend extra time here, she peruses the books on the table, all of which contain recipes for dishes that she either has cooked, or wishes to cook. A great deal of the recipes call for ingredients that she cannot get locally, and so Lavender has taken to offering inn's guests money to acquire them.

12. BROOM CLOSET

This small closet is where Anne keeps emergency supplies for the inn. It contains three *hooded lanterns*, five pints of *lantern oil*, a hundred feet of *hempen rope*, as well as four *shields*, four *spears*, and one *heavy crossbow* with 20 *bolts*.

13. BIRCH SUITE

Two sturdy-looking beds stand on opposite sides of this narrow room, an animal skin rug spanning the space of floor between them. Near a window in the north wall is a table with two chairs pushed neatly underneath it. On the seat of one chair is a silken handkerchief.

This the guest room in which Vikal is staying. If he is killed, Anne removes his personal effects and dumps them in the cellar with his body, and shoos his horse down the Gloamswood Path. However, she leaves behind in the room a silken handkerchief embroidered with Vikal's initials, "VT". If confronted with the handkerchief, Anne will claim that Vikal must have left it behind on accident, and that such things happen regularly.

14. MAGNOLIA SUITE

Two neatly made beds stand opposite each other across a bare floor. A tall wardrobe stands on the south wall, while a window looks out onto the garden to the north.

Underneath one of the beds is a bloodstain that both Anne and Rose have missed during their cleanings. It can be found DC 14 Intelligence (Investigation) check or DC 15 Wisdom (Perception) check reveals bloodstains hidden beneath one of the beds. A DC 13 Wisdom (Medicine) check reveals the bloodstains are over four months old.

15. PINE SUITE

This spacious room contains two neatly made beds, a writing desk, and a chest of drawers. On the writing desk is a silver mirror.

This is the guest room in which Jembell is staying. If she is killed, Anne removes her personal effects and dumps them in the cellar with her body, and shoos her horse down the Gloamswood path. However, she leaves behind in the room a silver mirror worth 10 gp. If confronted with it, Anne will claim that Jembell must have left it behind on accident, and that such things happen regularly.

16. HEMLOCK SUITE

Two beds stand side-by-side in this narrow room, separated by shared nightstand. Two windows in the western wall look out over the tops of the trees of the Gloamswood.

This is one of the rooms which is available for characters to rent.

17. MAPLE SUITE

A single window in the southern wall overlooks the lantern-lit courtyard of the inn. Two beds are here, along with a writing desk on the northern wall.

This is one of the rooms which is available for characters to rent.

18. WILLOW SUITE

This corner room overlooks both the courtyard to the south, and the thatched roof of the barn to the east. Two beds are here on the south wall, and a round table with two stools stands in the center of the room.

This is one of the rooms which is available for characters to rent.

19. CELLAR

When characters first arrive here, read or paraphrase the following.

Steps of the ladder descend to a narrow landing, and further toward wooden steps that descend into the cellar's main chamber. At the bottom of the cellar, odd shadows play about the wall, cast from shapeless mounds covered in dust and cloth. An icy chill fills the damp air, cold seeping in from the stone walls.

The mundane appearance of the cellar is an illusion created by the lantern-lurker. The cellar is, in fact, filled with the corpses of its victims. When the lantern-lurker attacks, or characters otherwise break the illusion, read or paraphrase the following.

The air around you shimmers, and the crates, barrels, and dusty shapes fade away. Revealed now are piles of bones and rotting corpses, their expressions frozen in wide-mouthed screams. Hovering above them in the eerie glow of a lantern is a nightmare made manifest: the lantern-lurker!

Treasure. The cellar contains the following items.

- A *Lurelight Lantern*; the last remains of the defeated lantern-lurker
- 2 *potions of healing*
- 13 gold pieces, and 36 sp
- A set of moth-eaten fine clothes, complete with a silver pocket watch worth 50 gp.
- (If Jembell was killed) A set of *leather armor*, a *+1 longsword*, and a leather pouch containing stolen jewelry belonging to a famous noble house, worth a total of 100 gp.
- (If Vikal was killed) A set of finely made traveler's clothes, and a collection of 2d6 trinkets from the *Player's Handbook*, held inside a *bag of holding*.

MAGICAL ITEMS

When defeated, a lantern lurker vanishes in a burst of mist. If in the border-ethereal, it leaves behind no trace of its presence. If defeated in another Plane of Existence, however, it leaves behind a *Lurelight Lantern*, detailed below.

LURELIGHT LANTERN

Wondrous item, uncommon

This rusted lantern is always slightly cold to the touch and its glass is covered in a persistent condensation.

The lantern has 1d4 + 4 charges, and regains 1d4 expended charges daily at dawn.

While holding the lantern, you can use an action and expend 1 or more of the lantern's charges to set it alight with a magical blue flame. The flame lasts for 1 hour per charge expended, or until you use an action to snuff it out.

The fire continues burning even underwater, and can't be snuffed out by spells of 2nd-level or lower or other magical effects of similar strength. The lantern emits bright light out to a radius of 20 feet, and dim light for a further 30 feet. The light cast by the lantern pierces magical and nonmagical darkness created by spells of 2nd-level or lower, and causes any creature with a soul to subtly glimmer when exposed to it.

THE LANTERN-LURKER

A ghoulish specter born from remnants of necromancy magic, the lantern-lurker haunts locations rife with bloodshed and grief, preying on those overshadowed by strife or weakened by war.

A Dark Deceiver. The lantern-lurker is invisible by day, remaining in the border-ethereal until night falls. Only once darkness settles across the region does it emerge into the Material Plane, bringing with it a flickering lantern which allows it to remain in a corporeal state for as long as it remains burning. The lantern-lurker can change the lantern's glow to mimic different objects, often transitioning from a distant pinprick of attention-grabbing white to a warm, inviting orange glow reminiscent of a bonfire or burning torch. This adapting, ever-shifting illusion allows the lantern-lurker to easily manipulate the shadows of its surroundings, creating distant shadows of lost humanoids, shimmering trees, or even small villages. It uses this light to lure its prey towards areas of great danger, though it always chooses to land the killing blow itself, if it can. Once its target has been killed, the lantern-lurker enters the border-ethereal and consumes the creature's soul before it has a chance to pass on, and uses the raw energy contained within it to fuel the lantern's glow for another few hours.

Lure of the Lost. When a creature's soul passes on to its afterlife, there is a brief moment before it passes on, which some consider to be an 'out of body' experience or something similar. It is at sites of great death lantern-lurkers flock to in droves, drawing the confused souls away from their bodies with a calming white light, similar to an angler fish. Only once a lantern-lurker has consumed three souls is its light potent enough to breach the border-ethereal and allow it to cross into the Material Plane, making such crossings an uncommon sight.

Incorporeal Being. The lantern-lurker doesn't require food, air, water or sleep. In addition, it can only remain in the Material Plane for as long as its lantern has fuel. If the fire in its lantern winks out, unless the lantern-lurker is possessing a target, it is immediately banished to the border-ethereal, where it remains until its lantern regains fuel from passing souls. Each soul the lantern-lurker consumes grants its lantern 1 hour of light, to a maximum of 8 hours.

LANTERN-LURKER

Medium undead, chaotic evil

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 0 ft., fly 30 ft. (hover)

STR 4 (-3)	DEX 16 (+3)	CON 12 (+1)
INT 8 (-1)	WIS 12 (+1)	CHA 14 (+2)

Skills Deception +4, Stealth +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with iron weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 xp)

Proficiency Bonus +2

Ethereal Sight. The lantern-lurker can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Actions

Multiattack. The lantern-lurker uses its Lantern Slam or Ethereal Embers. It can then use its Illusory Glimmer.

Etherealness. The lantern-lurker enters the Ethereal Plane from the Material Plane, or vice versa.

Lantern Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Ethereal Embers. The lantern-lurker emits a flash of blue fire in a 10-foot cone. Creatures in the area must make a DC 13 Dexterity saving throw. A creature takes 5 (2d4) fire damage on a failed save, or half as much of a successful one. If this damage reduces a creature to 0 hit points, they immediately fail one Death Saving Throw.

Illusory Glimmer. The lantern-lurker emits a glimmer of multicolored light in a 20-foot cube centered on itself, which

manifests into a harmless illusory image of an object, creature, or some other visible phenomenon capable of fitting within the cube's area. The image appears completely real when viewed in shadow or darkness from more than 5 feet away. While active, the lantern-lurker is invisible, and must maintain concentration on the illusion as if concentrating on a spell. The illusion remains active for 1 hour, or until the lantern-lurker ends it as a bonus action, leaves the illusion's area, or attacks. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 13 Intelligence (Investigation or Arcana) check. The check succeeds automatically if the creature touches the image. If a creature discerns the illusion for what it is, the image, along with its other sensory qualities, become faint to the creature, and it can perceive the lantern-lurker.

Possession (Recharge 6). One target of 5th level or lower, or one target of challenge rating 2 or lower that the lantern-lurker can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the lantern-lurker; the lantern-lurker then disappears, and the target is Incapacitated, loses control of its body, and is forced to hold the lantern-lurker's lantern, or attach it to its clothing for the duration of the possession. The lantern-lurker controls the body but doesn't deprive the target of awareness. The lantern-lurker can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the lantern-lurker ends it as a bonus action, the lantern lurker is turned or forced out by an effect like the dispel evil and good spell, or the lantern-lurker's lantern is separated from the target with a successful DC 16 Strength check. When the possession ends, the lantern-lurker reappears in an unoccupied space within 5 feet of the body. The target is immune to the lantern-lurker's Possession for 24 hours after succeeding on the saving throw or after the possession ends for it.

This document contains content that is covered by the Open Game License from Wizards of the Coast.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE. Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

“Death By Lanternlight” copyright 2022 Lunch Break Heroes. All included artworks are copyright their respective creators and/or owners.

