

# DEATH BY LANTERNLIGHT



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.

Suggested Level: 1

Through investigation, roleplay 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.

## BACKGROUND

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. Years ago, its owner, Anna Felwhindel found three children standing at her door. 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 have to experience such tragedy again.

However, the grief the girls suffered at the loss of their father drew forth the spirit of a **Lantern Lurker**, which haunted the children until Anna 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 lone travelers. While her daughters—now grown—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.

## RUNNING THIS ADVENTURE

This adventure is divided into three chapters:

**Chapter I: The First Night.** The characters arrive at The Wistful Way and are introduced to the adventure's cast of NPCs. They are free to explore and socialize until they turn in for the night, at which point one of the inn's NPC guests is killed off-screen.

**Chapter II: The Investigation.** Once either of the inn's NPC guests are killed, or the characters become suspicious of the ghostly mutterings they hear in the night, they may begin to investigate the mysteries of the inn.

**Chapter III: The Killer Revealed.** Upon revealing the nature of Anna's curse and the identity of the true killer, characters may proceed into the inn's cellar to confront the Lantern Lurker and put a stop to its reign of terror.



## 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 four-story structure measures approximately forty feet wide, thirty feet deep, and forty feet high.

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.

### ANNA AND HER DAUGHTERS

**Anna Felwhindel.** Anna (CG human **commoner**) is an elderly woman in her late seventies. She spends most of her time ensuring the inn's vegetables are looked after.

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 or while they are asleep. She stores the Lantern Lurker's victims in a stone cellar via a locked trapdoor in her room.

**Rose.** The youngest of the three sisters, Rose (LG human **commoner**) sees to the cleaning of the inn. 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 broached.

**Lavender.** Lavender (LG human **commoner**) 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 adventurous life, but can't bring herself to do so when she knows Anna needs her.

**Daisy.** The oldest sister, Daisy (NG human **acolyte**) shoulders much of the responsibility in the running of the inn. In her downtime, she enjoys nothing more than burying her head in books. She is deeply interested in magic and 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.

### 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 I).

**Vikal Toebearer.** Vikal (LG human **commoner**) is a merchant who often passes by The Wistful Way. 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 elf **bandit**) 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 *longsword*) from a well-to-do noble.



# CHAPTER I

## THE FIRST NIGHT

The adventure begins once the characters arrive at The Wistful Way. They may arrive in a group or all at once. When you are ready to begin, 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".

A small walkway leads from the path to the building's covered porch, whose roof leans slightly. A young woman in a homespun dress is sweeping off the porch, but stops when she sees you. She smiles and holds up a hand in greeting.

The young woman is Rose, who is going about her chores in the courtyard (Area 1). She invites the characters to stay at the inn for the night. Inside, characters are introduced to Rose's sisters and their adoptive mother, Anna. There are two other guests present, Vikal and Jembell.

Allow the characters to interact with the NPCs inside the inn, and provide opportunities for roleplay and exploration. If the characters are all meeting each other for the first time, give them ample opportunity to socialize.

**Developments.** Once the characters have gone to bed, 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 (Area 19), sating the Lantern Lurker's bloodlust for now.

## GHOSTLY HAUNTINGS

During the night, characters are woken by the mutterings of ghosts that haunt the inn. The ghosts are incorporeal and cannot be manifested or conversed with.

Each character may hear one muttering. Roll on the Ghostly Mutterings table to see what they hear. Each muttering points to a different area of the inn that characters may investigate for further clues during Chapter II.

d6	Ghostly Muttering
1	"I was just admiring the vegetables... Why did she do it...?" (see "The Garden")
2	"Am I sleeping? ...I must be sleeping....The bed... is so damp..." (see "The Bloodied Bedroom")
3	"The light... It calls to me.... The deadly light of the lantern..." (see "The Lantern's Light")
4	"Where is she? I must find her again... ask her why... ask her why..." (see "Speaking with Anna")

## THE NEXT MORNING

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

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

**Developments.** When characters decide to investigate the missing guest or the ghostly whippers they heard in the night, proceed to the next chapter of this adventure.



# CHAPTER II

## 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 characters complete at least two of them before moving on to Chapter III.

### THE GARDEN

If characters investigate the garden, they can find partial skeletons of previous victims. Anna did not bury them deeply, and so wild animals have dug up the remains time and again and scattered them. Identifying the bones as humanoid requires a DC 15 Wisdom (Medicine) check.

### 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, a 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, saying it was likely her daughters talking in their sleep. 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 chapter 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.

If Anna refuses to tell the truth, characters can take the cellar key by force, or find it hidden in her room with a DC 13 Intelligence (Investigation) check. Alternatively, Daisy can approach them later in the day with her own suspicions that something is amiss, key in hand.

**Developments.** Once characters gain access to the cellar (Area 19), proceed to Chapter III.



# CHAPTER III

## THE KILLER REVEALED

Begin this chapter once the characters enter the cellar (Area 19) of The Wistful Way. It is here that they will confront the Lantern Lurker.

The cellar is covered in the skeletal corpses of past victims, including the recently slain Vikal or Jembell. However, upon entering the cellar, the bodies are hidden behind the Lantern Lurker's Illusory Glimmer. This makes the entire area seem mundane and uninteresting at first glance.

Characters that examine the cellar's mundane contents can determine that they are an illusion with a successful DC 13 Intelligence (Investigation or Arcana) check. The check succeeds automatically if the character touches any illusory elements. If a character discerns the illusion for what it is, the image, along with its other sensory qualities, become faint, and they can perceive the Lantern Lurker.

## DAISY'S KNOWLEDGE

If Daisy learns of the Lantern Lurker prior to the characters entering the cellar, she dives into her research and can provide the following information to aid the party:

- The Lantern Lurker is weak to magical weapons, or those forged from iron.
- The creature is able to generate powerful illusion magic to confuse its prey, which includes sights, sounds and even smells.
- 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.

With the permission of the characters, Daisy will join them in their fight against the Lantern Lurker, stating that she cannot sit idly by while her adoptive mother is tortured by this foul creature.

# CONCLUSION

Upon defeating the Lantern Lurker, Anna and her daughters breathe a sigh of relief. They thank the characters for their help and offer them a lifetime of free stays at the inn as a reward.

In addition, Anna requests the characters help in removing the bodies from the cellar in order to 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 (see "Treasure" in area 19).

If Daisy fought alongside the characters and survived, she chooses to set off on a life of adventure. That might be with the characters, as an NPC ally, or on her own. Either way, Anna, Rose, and Lavender send her off with a tearful goodbye and well wishes.





# ADVENTURE AREAS

Characters are free to roam about the inn as they please. The following sections describe the areas of The Wistful Way. Interior spaces are keyed to the map shown on a later page.

## 1. COURTYARD

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 front porch of the inn, whose roof sags in one corner from age and disrepair. A simple wooden door leads to area 2.

## 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.

When not doing her chores in the courtyard, Rose is in charge of staffing the front desk of the inn. When characters first arrive, she greets them and arranges accommodations. 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 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, Anna 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 Anna's mattress is a stiletto dagger. If asked about it, Anna 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, the inn's chef. She can be found here at nearly any time of the day.

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.



## 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 Anna 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, Anna 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 Anna 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 Anna 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 the inn's guests money to acquire them.

## 12. BROOM CLOSET

This small closet is where Anna 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 wooden 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 is the guest room in which Vikal is staying. If he is killed, Anna 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 a silken handkerchief embroidered with Vikal's initials, "VT". If confronted with the handkerchief, Anna 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 Anna and Rose have missed during their cleanings. It can be found with 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.

## 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, Anna 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, Anna 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 a 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!

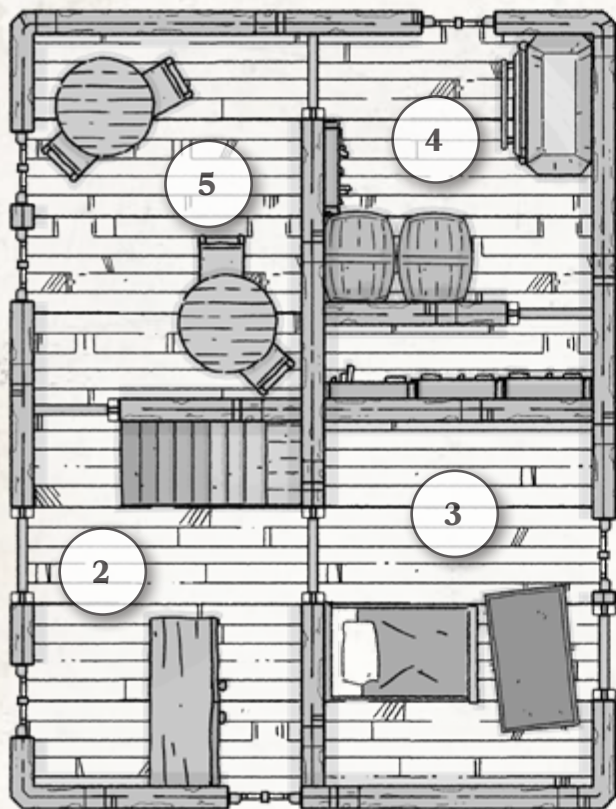
**Treasure.** The cellar contains the following items.

- 2 potions of healing
- 13 gp, 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.

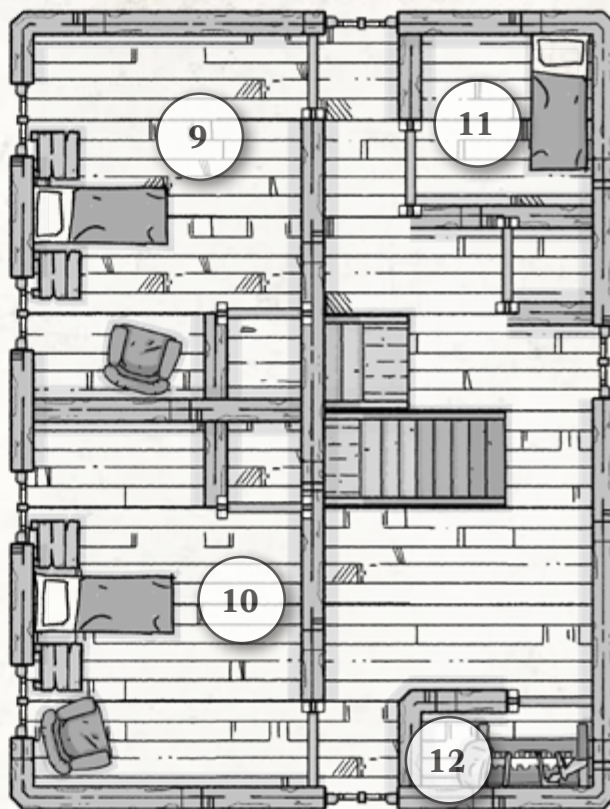




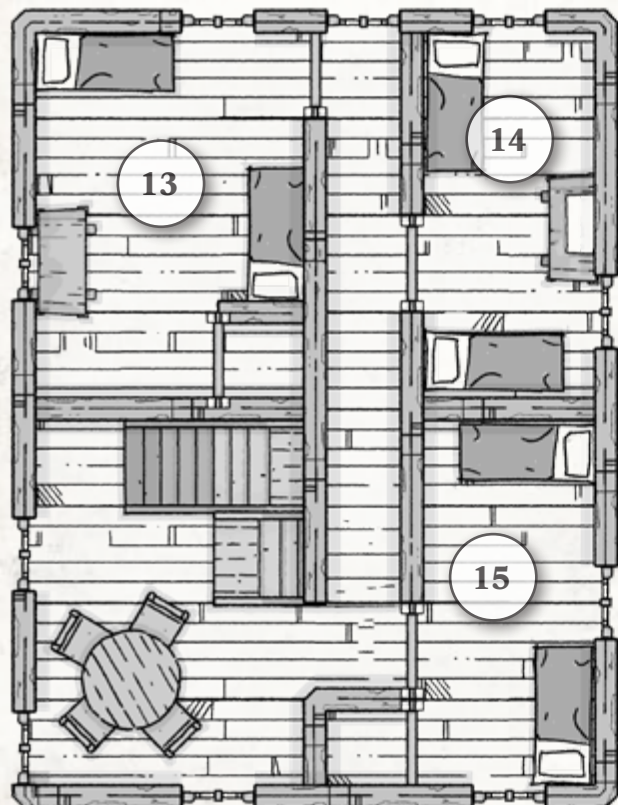
First Floor



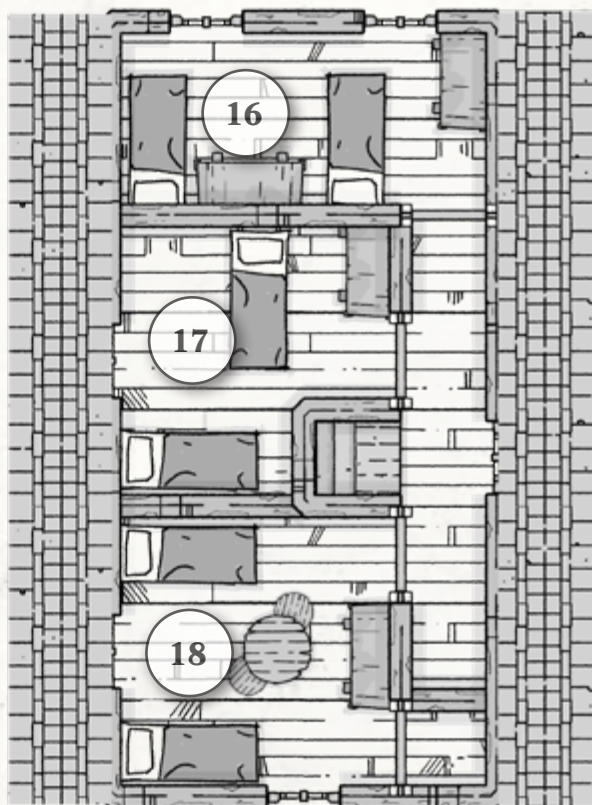
Second Floor



Third Floor



Fourth Floor





# ADVENTURE STAT BLOCKS

CR  
1/4

## Acolyte

*Medium Humanoid (Any Race), Any Alignment*

Hit Points	AC	Prof. Bonus	Pass. Perc.
9	10	+2	12

STR	DEX	CON	INT	WIS	CHA
10	10	10	10	14	11
+0	+0	+0	+0	+2	+0

**Languages:** Any one language (usually Common)

**Skill Bonuses:** Medicine +4, Religion +2

**Speed:** 30 ft.

## Features

**Spellcasting.** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (3 slots):** *bless, cure wounds, sanctuary*

## Actions

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CR  
1/8

## Bandit

*Medium Humanoid, Any Non-Lawful Alignment*

Hit Points	AC	Prof. Bonus	Pass. Perc.
11	12	+2	10

STR	DEX	CON	INT	WIS	CHA
11	12	12	10	10	10
+0	+1	+1	+0	+0	+0

**Languages:** Any one language (usually Common)

**Skill Bonuses:** Medicine +4, Religion +2

**Speed:** 30 ft.

## Actions

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



## 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.

### BATTLE 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.



CR  
1

## Lantern Lurker

*Medium Undead, Chaotic Evil*

Hit Points		AC	Prof. Bonus	Pass. Perc.	
27		13	+2	11	
STR	DEX	CON	INT	WIS	CHA
4	16	12	8	12	14
-3	+3	+1	-1	+1	+2

**Condition Immunities:** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Damage Resistances:** Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks not made with iron weapons

**Senses:** Darkvision 60 ft.

**Skill Bonuses:** Deception +4, Stealth +5

### Features

**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.



