

MANY MORROW STUDIOS · LEVEL 1 ADVENTURE

The Lantern Vault

A mystery of mirrors, stairs and starlight for 3–5 characters and a Dungeon Master. Several ways through every scene. Continues from *The Bell That Rang at Midnight*, and also stands alone.

At a glance

Level	1	**Players**	3–5 plus a Dungeon Master (DM)
Time	75–100 minutes	**Prep**	10 minutes
Setting	Bellmere and the Starward Observatory	**Style**	Mystery, puzzle, light action

Tavin, the lamplighter's apprentice, went up to the Starward Observatory to repair a mirror array and has not come home. The village lantern is dark. The route up is cracked, the dome is a room of mirrors, and beneath the great lens lies a forgotten vault guarded by a patient brass warden.

> **Design promise.** Every scene has more than one clue and more than one valid solution. No single failed roll stops the adventure. Combat is possible but never required, and the best endings do not need it.

Using this adventure

- **If you ran the free adventure,** the party arrives with the brass star token and knows Mira and Tavin. Skip the introductions in Scene 1.
- **If you are starting here,** read Scene 1 aloud. The token is a keepsake Mira lends the party.
- **Stats** use common d20 conventions (Armor Class, Hit Points, attack bonus, save DCs). Adapt them to your preferred rules.
- **Scaling.** See the table at the end of the adventure for 3 or 5 players.
- **Content boundaries.** Agree them first. Nothing here is graphic.

Timeline

0–15	Scene 1: The Darkened Square
15–35	Scene 2: The Starward Steps
35–60	Scene 3: The Mirror Room
60–85	Scene 4: The Lantern Vault
85–100	Scene 5: Resolution

Scene 1 – The Darkened Square (15 min)

> *At sunset every window in Bellmere catches a pale glimmer, except the lantern above the square. Beyond the rooftops an old dome reflects one lonely star.*

Mira, the lamplighter, is waiting. She hears a metallic chime from the observatory and has not seen Tavin since afternoon. The party can:

- **Search the lantern:** soot with tiny mirror fragments in it. DC 10 Wisdom (Perception) reveals this at once; a failure still reveals the observatory route because Mira points out Tavin's footprints.
- **Visit Mira's shop (M on the map):** Tavin's toolbox is missing. A repair note on his desk reads “Mirror 3 sticks; check the hatch pin.” (See Handout 1.)
- **Ask the villagers:** a neighbor saw a thin beam of light on the hillside, and three odd chimes at dusk.

> **Do not gate the adventure behind a single skill check.** Every approach leads to the observatory road. Mira provides 10 gp worth of lamp oil and a lantern to the party.

This is the free preview. The full adventure continues with the Starward Steps, the Mirror Room, the Lantern Vault trials, the Lantern Warden, maps, handouts and scaling notes.