

The Lighthouse in the Forest

120-minute plan · 4 players · Explore changing places

A lighthouse shines among the trees. Migrating birds circle it instead of finding their river, while its keeper insists the light saved a lost child.

Content notice: Heights and migrating animals. Use the ground-level service cord instead of the platform if preferred; no animal injury occurs.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Forest camp

A warm ranger camp stands beneath circling silver wings.

Ranger hut

A chart shows a dotted night trail and a river crossing.

Bird clearing

Birds rest briefly whenever the mirror turns away.

River overlook

A gap in the trees reveals a real silver river east of camp.

Beacon stair

A fixed stair and a service cord rise beside the beacon.

Mirror platform

A railed platform surrounds a mirror with an EAST hinge mark.

Lantern cache

A counted supply of trail lanterns waits in a dry box beside old search ribbons.

Sheltered trail hollow

A sheltered hollow holds the middle trail station.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Lighthouse in the Forest - known places

