

The Lighthouse in the Forest

120-minute plan | 4 players | No combat

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; no animal harm is required.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Forest camp connects to Ranger hut and Bird clearing; either reaches Beacon stair, then Mirror platform. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record

The flock circles when the mirror faces trees and turns outward when it flashes east.

h-order | 1 copy

Fallback instruction

The ranger's marked night trail can replace the beacon with small fixed lanterns.

h-fallback | 1 copy

Method diagram

The real river is east; lock the mirror hinge on the EAST mark.

h-method | 1 copy

Destination note

Hessa's ranger entry says BEACON STAIR, final search watch.

h-note | 1 copy

Physical trail

Scarf-coloured trail ribbons lead to the beacon stair.

h-trail | 1 copy

Witness statement

Rin saw Hessa climb the stair after the child returned.

h-witness | 1 copy

Player handouts

Safety marks

Keep hands below the marked mirror edge;
lock the hinge before approaching the
platform rail.

h-safe | 1 copy

Player route map

