
JASAULIA
THE GAME REMEMBERS
CHAPTER FOUR
THE HOUSE OF LANTERNS
FREE STORY PREVIEW
A refuge in the dark.
A knock at the door.
A choice the world will remember.
NO GAME MASTER REQUIRED

Before the lamps go out



The Lantern House has more windows than walls. Each window holds a lamp, and each lamp lights a different stretch of the road below. Blankets hang between the sleeping families. Someone has set four bowls beside the hearth before asking your names.

The keeper introduces herself as Sera. She leads you past the hearth to the great lantern in the central court. Its flame bends toward the shutters although there is no wind inside.

> *"Two refuge wards," she says. "West and east. Prepare them before dawn. And keep this light burning. If the road goes dark, people will walk straight past us."*

Outside the light



Beyond the windows, small shapes move between larger shadows.

Ember lifts one of the empty lamps. Warden checks the way back to the hall. Binder's spirit waits beside the open hearth.

Prepare the west and east wards.
Keep the beacon burning.
Hold the refuge until dawn.

A knock in the dark



Three slow knocks reach the hall. Through the shutter, Sera sees travellers standing shoulder to shoulder beneath one wet blanket. Behind them, pale sparks move along the road.

> *"There are rooms," she says. "There are fewer stores than rooms. If I lift the latch, they will reach shelter. The things following them will find us too."*

She puts her hand on the bolt and waits for your answer.

What will your party choose?



A GLIMPSE OF YOUR CAMPAIGN JOURNAL

The party decides together.
The journal records what happened.

☐ **ADMIT THE TRAVELLERS**

Door choice: Opened | Arrivals admitted: Yes

☐ **KEEP THE DOORS CLOSED**

Door choice: Closed | Arrivals admitted: No

The rest of this night belongs to your campaign.

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