

The Cartographer's Last Door

120-minute plan | 4 players | No combat

A new door appears on a finished map. Its cartographer went through yesterday; today the map begins erasing the roads behind him.

Content notice: Displacement and forgotten journeys; use a lost trading route if preferred.

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: Map room connects to Ink shop and Old milestone; either reaches Paper threshold, then Unfinished road. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record Roads vanish around one unlabelled blank, not across the whole map. h-order 1 copy	Fallback instruction Fold the threshold along its existing seam and secure it with fixative. h-fallback 1 copy
Method diagram The old milestone records the path's shared public name: Shelter Road. h-method 1 copy	Destination note Olin's note: I am at the paper threshold; follow the unfinished line. h-note 1 copy
Physical trail Footprints in lifted ink lead from the milestone to the paper door. h-trail 1 copy	Witness statement Uma saw Olin enter the blank door carrying a signpost. h-witness 1 copy

Player handouts

Safety marks

A traveller may cross only while another holds the map edge; the milestone line is constant.

h-safe | 1 copy

Player route map

