

The Ferry to the Paper Island

120-minute plan | 4 players | No combat

A paper island folds out of the river every summer. This year its ferry has not returned, and the island's edge is curling toward the water.

Content notice: Water travel and dissolving shelter; no real boating instructions.

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: River quay connects to Fold shop and Reed bank; either reaches Paper landing, then Return crease. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record

The shelter fold was made just before the rain; the missing mark used blue washable ink.

h-order | 1 copy

Fallback instruction

The reed channel carries a towline safely to the landing.

h-fallback | 1 copy

Method diagram

Dry ledger: hold the mountain fold, open the valley toward the pinhole, then release.

h-method | 1 copy

Destination note

Cera's ferry ticket is stamped PAPER LANDING.

h-note | 1 copy

Physical trail

Paper cranes drift along the reed current to the landing.

h-trail | 1 copy

Witness statement

Tev saw the ferry tie up beneath the island's folded awning.

h-witness | 1 copy

Player handouts

Safety marks

Hold paper at the dry pinhole; wet edges tear under tension. The reed towline avoids the edges.

h-safe | 1 copy

Player route map

