

A Place at the Festival Table

120-minute plan · 4 players · Bring people together

The first shared supper of a rebuilt neighbourhood has four benches, one water cart and four groups who each need something the same square cannot provide at once.

Content notice: Food allocation, noise and community disagreement. All quantities are fictional meal batches; nobody is asked to justify a real dietary or access need.

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.

Festival square

Four benches wait beside a programme with three blank bell slots.

Covered kitchen court

Six covered batches wait beside a late-worker list.

Music pavilion

A programme names the musicians but gives them no slot.

Residents' quiet porch

A shaded lane connects homes to the well without crossing the stage.

Wash cart and relief board

Two marked water measures stand beside a shift board.

Linking arcade

A covered arcade connects the two smaller courtyards.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

A Place at the Festival Table - known places

