

The Folded Orchard

120-minute plan · 4 players · Explore changing places

An orchard has folded like a paper map. Familiar paths meet at impossible angles, and a seed cart waits inside a crease while the keeper's map shows a route nobody has walked.

Content notice: Changing paths and mild disorientation. All routes are firm and visible; characters can return to the gate whenever they choose.

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.

Orchard gate

A dry gatehouse overlooks a path turned like a page corner.

Survey press shed

A paper press holds old orchard surveys and two wide clips.

North blossom terrace

A terrace of closed blossoms rises along a paper-like ridge.

Listening apple row

Apple trunks carry the sound of a small cart bell.

Low stone bridge

A firm bridge crosses a narrow irrigation channel.

Mirror cistern

A shallow cistern reflects two rows that fail to meet.

Folded cart pocket

A seed cart stands on a flat shelf inside a wide folded path.

Old windbreak lane

A long firm lane follows the orchard's outer boundary.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Folded Orchard - known places

