

The Lantern at Low Tide

120-minute plan | 4 players | No combat

The harbor lantern has gone dark. The keeper is missing, a repair crew is stranded, and the last ferry waits beyond the shoals.

Content notice: Rising water, people temporarily stranded; danger can be narrated from a safe distance.

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: Harbor connects to Workshop and Dock; either reaches Tide gate, then Lantern. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record

19:10: lamp failed. 19:15: gate closed.

h-order | 1 copy

Fallback instruction

Three lamps, raised together from shore,
mean a safe delayed return.

h-fallback | 1 copy

Method diagram

The burnt fuse and spare carry the same
square mark. Disconnect the lamp, exchange
the fuse, close the case.

h-method | 1 copy

Destination note

Find us at the tide gate. Bring dry rope. - Mira

h-note | 1 copy

Physical trail

Boot prints follow the signed service path
toward the gate.

h-trail | 1 copy

Witness statement

Ivo saw Mira carry rescue ropes toward the
tide gate.

h-witness | 1 copy

Player handouts

Safety marks

SIDE CHANNEL: turn this small lever before touching the big wheel. SERVICE PATH: high ground, slow but dry.

h-safe | 1 copy

Player route map

