

The Last Ferry Before the Fog

120-minute plan · 4 players · Bring people together

The evening ferry has one clear-weather departure left. Travellers, market growers and a visiting repair crew each have something waiting across the river, while the pilot refuses to trade a safe manifest for louder promises.

Content notice: Fog, delayed journeys and competing needs. No medical emergency or survival threat is hidden among the passengers; everyone can stay in a warm quay hall.

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.

Booking table

Six brass capacity squares lie beside eight units of requests.

Warm quay hall

A lit hall has beds, a tea urn and a board of willing hosts.

Dry crate store

Two numbered bays stand above the quay's damp paving.

Shore workshop

An empty bench sits beside two host invitation cards.

Pilot's departure pier

A boarding rail faces the last clear channel.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Last Ferry Before the Fog - known places

