

The Mirror Ticket

120-minute plan · 4 players · Follow the evidence

Two passengers hold apparently identical tickets for the same seat on a mirror ferry. One reflection remains on the platform after its owner walks away.

Content notice: Reflections and mistaken identity. Reflections are friendly manifestations; use colored silhouettes if doubling a person feels uncomfortable.

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.

Mirror-ferry platform

A waiting ferry faces a platform with a freestanding mirror.

Booking bay

A roll of bookings sits behind a low public counter.

Ticket printroom

A dry blotting pad and a plain inspection pane stand on the bench.

Demonstration alcove

A public sign reads TRY OUR NEW MIRROR PRINTER.

Boarding gate

A boarding clerk has paused seat six while other passengers wait.

Harbor witness desk

A quiet desk holds retained booking copies and exchange forms.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Mirror Ticket - known places

