

The Starlight Caravan

GM reference | 120 minutes | Edition 2.0.0

At a glance

This is a route-budget decision with eight turns before reception closes, or six in the short game with weather already understood. The ridge plan spends two lamps placing markers before mist, one flask resting travelers, and the only cover for a two-turn crossing. The hollow plan spends one guide lamp, two flasks and two turns preparing the longer walk, then one turn arriving. At four turns remaining, mist prevents any new ridge marking; existing markers remain useful. At one turn, reception closes and arrival endings are unavailable, so the staffed meadow shelter becomes the partial outcome. Retrieving the optional star chart costs a lamp and two turns. It can fit some extended plans, but it must never silently consume the travelers' water or create extra daylight.

Truth

Mist covers the ridge when four work turns remain. Two star lamps placed early keep its markers readable. A rested party with one weather cover can then cross quickly. The hollow uses one guide lamp and more water to support a longer walk; it needs no ridge markers. Recovering a fallen star chart is useful tomorrow but consumes today's remaining margin.

120-minute route

10m opening; Compare weather, route reserves and the chart 30m; Commit to a complete route 35m; Make the crossing or accept the staffed shelter 35m; 10m closure. The hollow can recover the chart and still arrive: guide1, chart2, preparation2, arrival1 spends six of eight turns. An additional forecast turn consumes the final arrival margin and forces a real choice.

People

Ves: Arrive together with a truthful supply count Offers: Three lamps, four flasks and one cover. Boundary: No traveler is left behind to save time.

Nell Vale: Mark the ridge before mist Offers: Two marker cups and a fast crossing. Boundary: No unmarked crossing after the mist line.

Oru: Support a longer sheltered walk Offers: A route using one lamp and two flasks. Boundary: The extra walking time and water must be budgeted.

Events

Turns before reception closes at most 4: The ridge disappears into mist. Existing marker lamps remain usable; new marking is no longer possible.

Turns before reception closes at most 1: The final reception shutter closes. The staffed meadow shelter remains available.

Closures

Two stars across the ridge: Ridge markers lit is true and Travelers rested is true

The longer sheltered welcome: Hollow guide supplied is true and Long walk prepared is true

A warm night before the next crossing: Available

Recovery

After a late unmarked ridge, switch to the hollow only if a lamp, two flasks and four turns remain. Otherwise use the staffed shelter. A recovered chart is retained as a future benefit in a partial ending, but it never substitutes for the travelers' route preparation.