

The Starlight Caravan

120-minute plan · 4 players · Make time and supplies count

A caravan must cross a misty meadow before its reception closes. Three star lamps and four water flasks can support either a marked ridge crossing or a slower sheltered hollow.

Content notice: Night travel and tired travelers. No one is abandoned; a staffed warm shelter remains available under every outcome.

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.

Meadow staging camp

Three star lamps stand beside a travel tally.

Weather watch

Mist climbs a marked weather pole.

Ridge marker gate

Two empty lamp cups mark the ridge entrance.

Sheltered hollow

A low path curves between reed banks.

Fallen chart arbor

A star chart hangs caught under a low wooden arbor.

Reception house

A warm house closes its reception at the appointed hour.

The caravan's travel tally

Three star lamps. Four water flasks. One weather cover. Ridge: two lamps, one rest flask, one cover. Hollow: one lamp, two walking flasks. Chart recovery: one lamp and two work turns. Choose a complete plan for everyone.

Try this: Allocate supplies to a route and decide whether the chart fits.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Starlight Caravan - known places

