

The Lantern at Low Tide

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

The harbor lantern is dark. A ferry waits beyond the shoals while Keeper Mira shelters with a repair crew behind the closed tide gate.

Content notice: Rising water and temporary isolation. Keep everyone on visible dry ledges; describe any difficult rescue from the quay if preferred.

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.

Harbor quay

A sheltered quay with three signal stands.

Fuse workshop

Tess works beneath a square-marked lamp sign.

Crew dock

The gate and raised crew ledge are visible across a narrow channel.

High service stair

A narrow stone stair rises above the channel.

Tide-gate ledge

Mira and the workers wait behind a latched main wheel.

Lantern housing

A service walkway reaches the dark lantern.

Two entries in the harbor log

19:10 - lantern extinguished; no gate movement. 19:15 - keeper closed the tide gate; four people counted on the raised ledge. Add a line for your first decision.

Try this: Order the two events and nominate who keeps the next entry.

Three-lamp signal board

Three covered lamps raised together: safe delayed return. Two lamps: remain offshore. One lamp: acknowledge only. Draw your chosen pattern before displaying it.

Try this: Allocate physical lamp tokens between the stair and the shore signal.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Lantern at Low Tide - known places

