

The Bakery at the Edge of Winter

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

The great oven fades before the winter fair. Four dry fuel bundles must cover the shelter and whichever meal you choose.

Content notice: Cold weather and scarce resources. Oven actions are fictional game procedures, not appliance or fire guidance.

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.

Bakery lane

A frosted tray waits below fair ribbons.

Fuel shed

Wet sacks sit below a shelf of tagged offcuts.

Mill yard

Blankets hang beside a temporary roof panel.

Shelter kitchen

A small stove keeps soup warm.

Great oven

A red glow remains below two chalked baking slots.

Dry-stock loft

The upper shelf can also be reached from a small stock loft.

Four tagged bundles

Four dry bundles. Shelter heat: two. Each great-oven batch: one. Small-stove supper: one. Extra warming delivery: one. Place four counters on the choices before carrying anything.

Try this: Choose a complete allocation and notice incompatible extras.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Bakery at the Edge of Winter - known places

