

The Cartographer's Last Door

120-minute plan · 4 players · Explore changing places

A new door appears on a finished map. Its cartographer went through yesterday; today the map begins erasing the roads behind him.

Content notice: Displacement and forgotten journeys. Substitute an omitted trading route for the refugee path if the table prefers; nobody must tell a personal story.

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.

Map room

A paper door rises from a weighted town map.

Ink shop

Bottles of permanent ink sit beside one jar of fixative.

Old milestone

A mossy arrow points toward a field absent from the map.

Paper threshold

The small door opens into a full-sized road of paper.

Index balcony

A balcony overlooks columns of fading street names.

Borrowed courtyard

Paper doorways open around a common water basin.

Unfinished road

A road ends at an empty signpost beside the cartographer.

Folded viaduct

Three folds support a light paper bridge over the index.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Cartographer's Last Door - known places

