

The Market of Borrowed Names

120-minute plan · 4 players · Bring people together

A baker answers to the mayor's borrowed name. With the return ledger erased, three groups must agree which loans to end before dawn.

Content notice: Names and consent; use invented market aliases. Nobody must disclose a real name.

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.

Market arch

Name ribbons flutter above a public notice board.

Token stall

Clay mouths rest beside notched receipts.

Tea courtyard

The council seal lies beside untouched tea.

Broker booth

A sand-dusted ledger lies beneath a dusk bell.

Dawn dais

Three paired hooks surround an END ALL LOANS bell.

Three return appointments

Three staffed hooks. Workers request one. Council requests one. Open opt-in returns request one. A private audit takes two. Write a proposed allocation totaling no more than three.

Try this: Allocate the finite hooks before making offers.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Market of Borrowed Names - known places

