

The Town That Moved Overnight

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

Buildings have traded places overnight. Before the clinic opens, three signboards and a surveyor's HOLD latch must make the town usable.

Content notice: Disorientation and moving buildings. Residents remain safely outside while blocks move; no injury is required.

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.

Displaced square

The bakery and clinic have exchanged doorways.

Survey shed

Two scratched labels lie beside a chalk plan.

Old signpost

A steady signpost stands outside the glowing boundary.

Grid centre

A chalk grid glows beneath a broad HOLD latch.

Anchor stones

NORTH and EAST stones face mismatched sockets.

Three boards before opening

Clinic route: two boards. Anchor restoration closure: one board. New address plan: one board. Optional market route: one board. One old sign may be salvaged for a work turn. Lay out a complete plan.

Try this: Allocate boards and identify the cost of serving the market too.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Town That Moved Overnight - known places

