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The Street That Came Home | Scene 1 of 6

The Wrong Alley

Baker's Corner

What the heroes want

Find out what has changed: the door, the street, or the map. Then decide which way to walk.

Ways to try it

1. Ask Bram what happened when he opened his door.
2. Look at Tamsin's map. What is different from the real street?
3. Follow the courier through the new door. Where is she going?

What did your heroes do? Write it or draw it here

Scene 1 of 6

The Wrong Alley

Read this scene in: Quick Quest, Short Session, One-Sitting Session, Full Session, Epic Session

Read aloud

Something is wrong in Old Town. Every morning, Bram the baker opens his door onto Flour Alley. But this morning, Flour Alley is gone! His door opens onto a different street, called Cinderlane. Tamsin, the city's map-maker, stands in the doorway with her map. It still shows Flour Alley. "The door did not move," she says. "I measured it. The street did." Behind her, a courier walks through a door in a brick wall. Yesterday, that was just a wall.

What the heroes want

Find out what has changed: the door, the street, or the map. Then decide which way to walk.

Ask your players

Ask the table	If your street moved in the night, what is the first thing you would check?



The Wrong Alley

Ways to try it

Ask Bram what he saw

No roll

It works

Same key, same latch, and Cinderlane where Flour Alley should be. He is not frightened. He is cross. "Forty years that alley was there," he says. "Forty years!"

It doesn't

Bram is too cross to talk sense. But he points at his doorstep: the flour he swept out last night is lying on the wrong street.

Look at Tamsin's map

Clever, DN 10

It works

The map is clear. Bram's door opens west onto Flour Alley, and Cinderlane is two streets away. The map and the street do not agree, and this morning Tamsin trusts the street less.

It doesn't

The map is a muddle of lines. But Tamsin taps one spot with her pencil. "His door. Flour Alley. Not Cinderlane. Not ever."

Follow the courier

No roll

It works

She is only taking a shortcut, and she is not surprised at all. To her, the new door is already ordinary.

It doesn't

She is too quick, and the door swings shut behind her. But it opens again with one push. Go through.

Just for you, not to read out

Start the map out loud here and keep saying where the pin is: on the baker's door, on the new door, on the lane. The pin is this adventure's drum. The heroes must leave with the shape of the problem: a street has moved, a door has appeared, and the map is still yesterday's. Tamsin is not silly. She is a careful map-maker who has just found that the city she measures has stopped sitting still. Play her cross and very exact. Bram is kind, floury, and wants his alley back before lunch.