

The Observatory's Lost Signal

120-minute plan | 4 players | No combat

An observatory receives a message from the wrong patch of sky. Its research partner believes the signal is a warning; the mirror technician suspects a reversed label.

Content notice: Falling glass and mistaken alarm; injuries remain offstage.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Observatory court connects to Optics bench and Hill terrace; either reaches Receiver room, then Mirror gantry. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record The message pauses exactly like the neighboring hill lamp. h-order 1 copy	Fallback instruction Closing the receiver shutter prevents further mistaken reports. h-fallback 1 copy
Method diagram The crescent scratch belongs on label A; the unmarked mirror is B. Lock the frame first. h-method 1 copy	Destination note Elva's repair board says RECEIVER ROOM, shutter watch. h-note 1 copy
Physical trail Dropped label ties lead from the bench to the receiver door. h-trail 1 copy	Witness statement Sora saw Elva enter the receiver room after catching the mirror. h-witness 1 copy

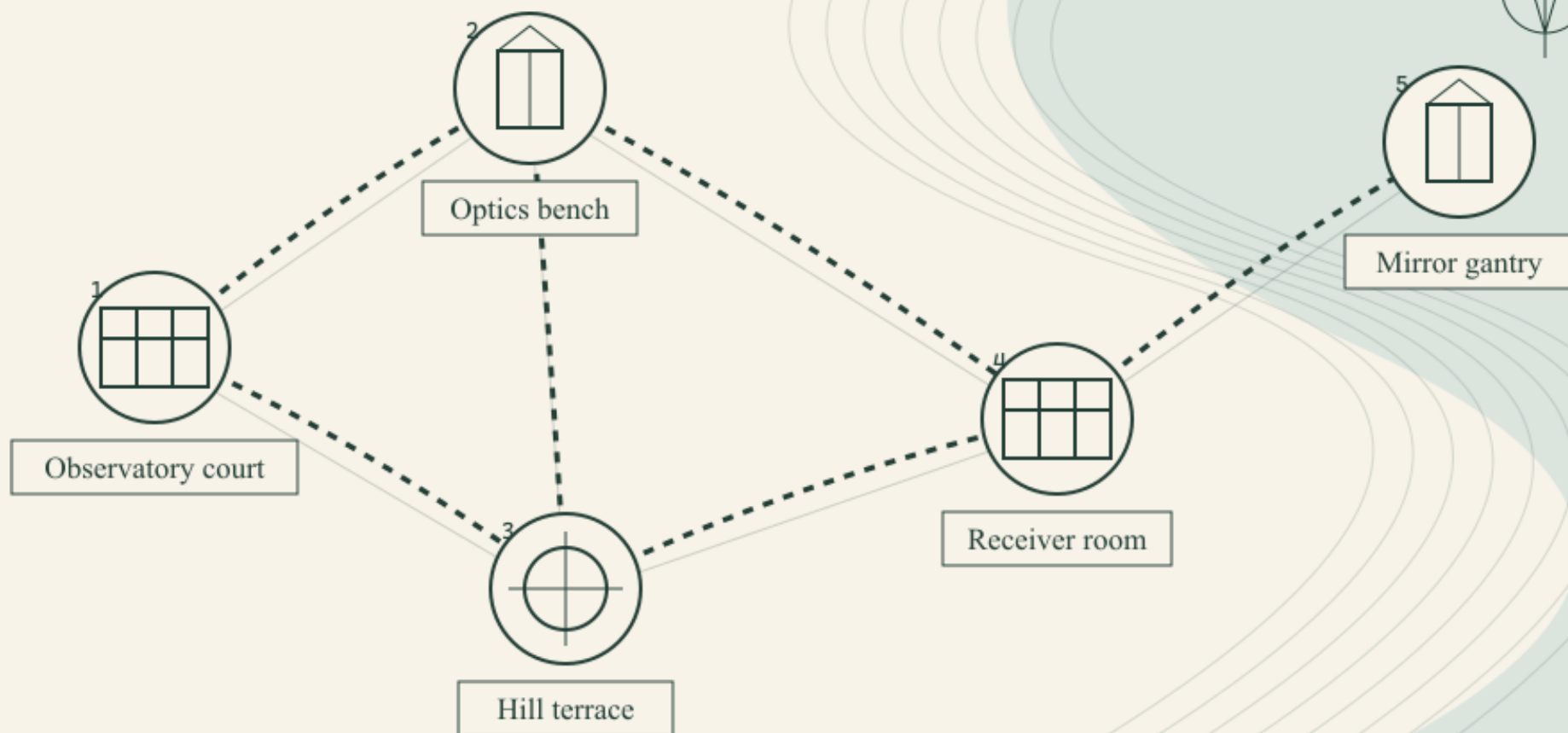
Player handouts

Safety marks

Insert the safety pin before moving either label arm; the hill message means a box of parts opens at dawn.

h-safe | 1 copy

Player route map



PUBLIC ROUTES · CONNECTIONS ARE BIDIRECTIONAL · NOT TO SCALE · 1.0.0