

The Orchard That Forgot Spring

120-minute plan | 4 players | No combat

Spring reaches every field except one orchard. Its caretaker blames a sleeping tree spirit; a dry channel suggests a more practical secret.

Content notice: Crop loss and scarce water; no starvation scenes.

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: Orchard gate connects to Seed shed and Nursery bank; either reaches Root sluice, then Old pear tree. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record

The frost dates match the first day of dry orchard soil.

h-order | 1 copy

Fallback instruction

Buckets from the public well can sustain the young trees until next week.

h-fallback | 1 copy

Method diagram

The chalk split marks one-third nursery, two-thirds orchard; lift the root brace before turning.

h-method | 1 copy

Destination note

Anja's work slate says ROOT SLUICE: return flow jammed.

h-note | 1 copy

Physical trail

Wet boot marks leave the nursery and cross the footbridge to the sluice.

h-trail | 1 copy

Witness statement

Daro saw Anja carrying a brace to the root sluice.

h-witness | 1 copy

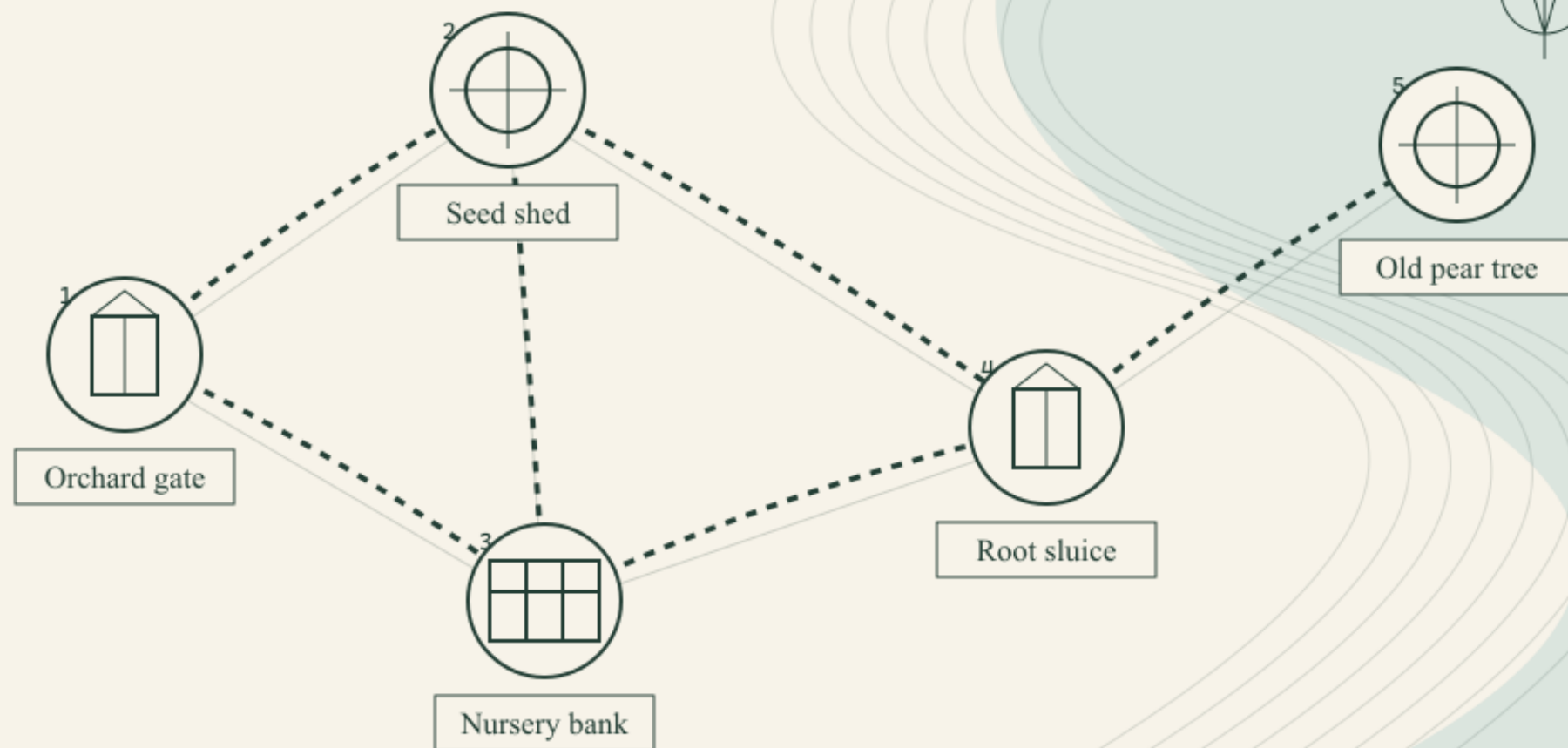
Player handouts

Safety marks

Lift the brace together; turn only after the root clears. The dry bank remains safe for bucket carriers.

h-safe | 1 copy

Player route map



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