

Paper Sails Before the Rain

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

A magical canal can carry sealed invitations to three hill gardens before rain flattens its paper boats. Four sheets and two lengths of twine decide how many arrive today.

Content notice: Weather and fragile craft. Invitations remain sealed; use imaginary canal rules rather than real boating instructions.

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.

Invitation table

Three sealed bundles sit beside four uncut sheets.

Wind-vane stair

Rain markers flank a small crosswind vane.

Open sail basin

Three launch grooves face the hill gardens.

Covered relay shed

A roof covers two narrow tow channels.

Garden receiving stand

Three garden signs overlook two covered channels.

Rain-marker alcove

A sheltered alcove holds yesterday's marked wind ribbons.

Four sheets, two twines

Convoy: three sheets to fold, one twine to trim. Covered relay: two twines for moorings, two sheets for boats.

Optional stock canopy: one sheet. Three invitation bundles remain sealed.

Try this: Allocate finite material before choosing a launch.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

Paper Sails Before the Rain - known places

