

The Rain Collector's Secret

120-minute plan | 4 players | No combat

One district floods while another has no drinking water. Rooftop cisterns hum at night, and the rain collector refuses to open his valve house.

Content notice: Flooding and water shortage; no health or engineering claims apply outside this fictional setting.

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: Dry square connects to Pipe workshop and Roof walk; either reaches Valve house, then High cistern. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record The low pipe dried on the same night the high cistern began overflowing. h-order 1 copy	Fallback instruction Public water carts accept the cistern's drain hose. h-fallback 1 copy
Method diagram Sleeve the marked crack, then open both balancing wheels by equal quarter-turns. h-method 1 copy	Destination note Jun's delivery docket is stamped VALVE HOUSE. h-note 1 copy
Physical trail Fresh wheel grease marks the roof rail leading toward the valve house. h-trail 1 copy	Witness statement Wren saw Jun carry the district map to the valve house. h-witness 1 copy

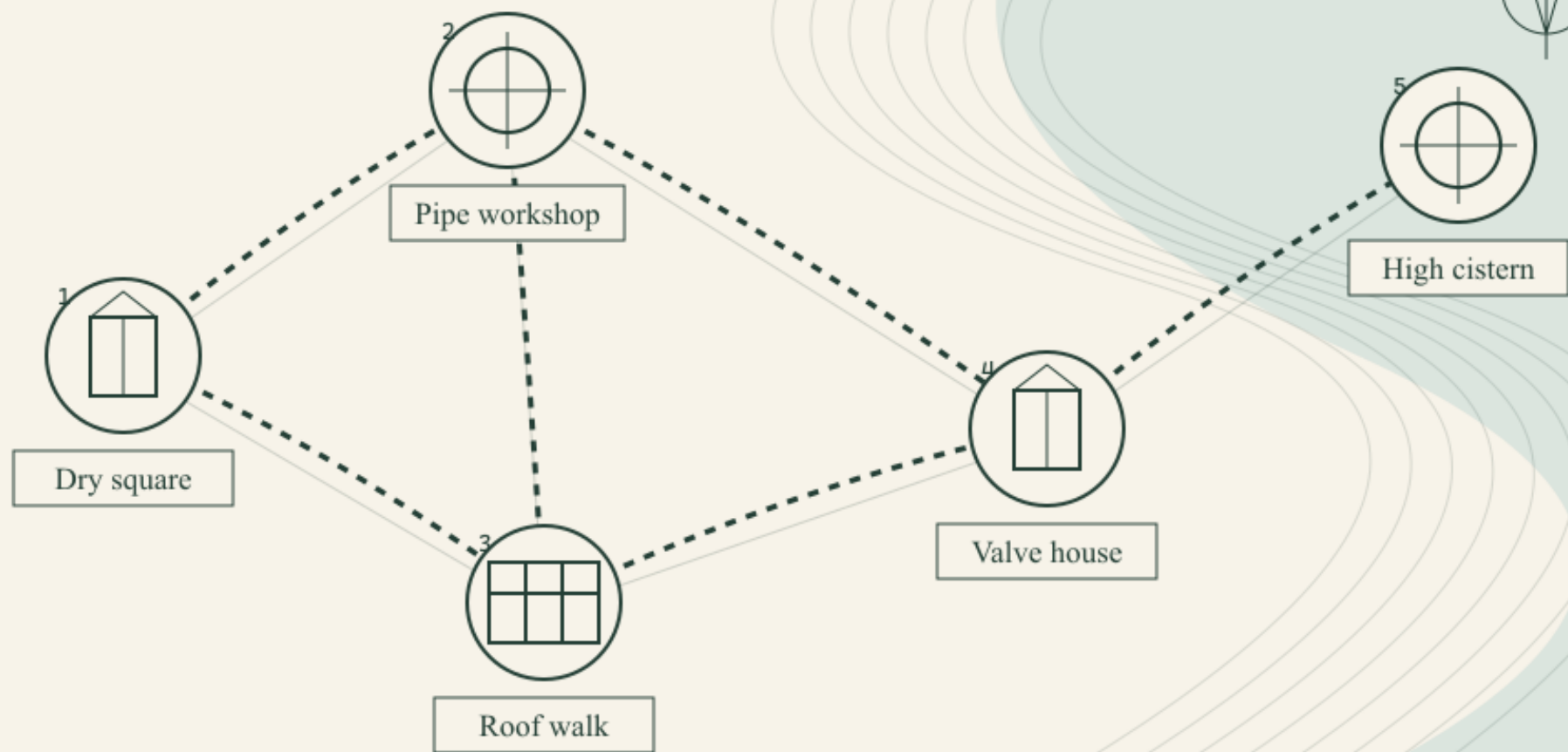
Player handouts

Safety marks

Drain first while someone watches the lip; a closed drain and open balance can force water into the crack.

h-safe | 1 copy

Player route map



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