

The Town That Moved Overnight

120-minute plan | 4 players | No combat

Buildings have traded places overnight. The clinic stands where the bakery was, and a surveyor's chalk grid glows beneath the market.

Content notice: Disorientation and moving buildings; keep all residents safely outside during changes.

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: Displaced square connects to Survey shed and Old signpost; either reaches Grid centre, then Anchor stones. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record Only blocks inside the chalk boundary move; the old signpost stands outside it. h-order 1 copy	Fallback instruction HOLD fixes the current layout; new signs can make it usable. h-fallback 1 copy
Method diagram North label goes to the northern socket, east to the eastern; scratched arrows match. h-method 1 copy	Destination note Tessa's survey slip says GRID CENTRE, alignment watch. h-note 1 copy
Physical trail Fresh chalk tracks run from the shed to the grid centre. h-trail 1 copy	Witness statement Brin saw Tessa step inside the central chalk square before dawn. h-witness 1 copy

Player handouts

Safety marks

Pull HOLD before touching an anchor. Keep the clinic route marked while the blocks settle.

h-safe | 1 copy

Player route map

