

The Orchard That Forgot Spring

120-minute plan · 4 players · Bring people together

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. A player may speak for an invented household without discussing their own needs.

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.

Orchard gate

Bare branches shade a fair notice and three empty water cups.

Seed shed

Warm seed trays stand beside a chalk channel diagram.

Nursery bank

An old bridge spans a dry branch of the channel.

Root sluice

A broad pear root holds a sluice lever halfway shut.

Old pear tree

An enormous tree overlooks both branches of the channel.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Orchard That Forgot Spring - known places

