

The Rain Collector's Secret

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

The square's taps are dry while an upper cistern overflows. A repair sleeve and three public carts are the town's only ready resources before the next shower.

Content notice: Flooding and scarce water, without illness or injury scenes. All pipe operations are fictional tabletop procedures, not real engineering 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.

Dry square

Empty public taps and a waiting delivery board.

Pipe workshop

A copper sleeve rests beside a pipe cross-section.

Public cart depot

Three carts have removable water tanks.

Guarded roof walk

A railed walkway overlooks the cistern lip.

Valve house

Jun waits beside a map with one branch marked CRACK.

High cistern service court

A ground-level drain outlet stands below the full cistern.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Rain Collector's Secret - known places

