

Willowdam — Before & After

Town rebuild proposal 1 of 15 · for approval



BEFORE — today: a rectangle of straight roads, two canals and rows of identical streets



AFTER — proposed: a curving river town built around the Great Sluice

Willowdam — What changes and why

Every person, shop, quest, cache and riddle stays. They just get nicer places to stand.

New shape

- The town follows the river in a curve instead of a box; the square edge walls go.
- The main street winds along the bank from the Lock (west) to the Great Sluice (east).
- Cottages on stilts over the water, plus footbridges so every bank joins up.

Landmarks

- **The Great Sluice** — the big dam with turning wheels and a ceremonial gate. Sluice-Master Clara and Engineer Miro move here (their quest still starts the same way).
- **Miller's Wheel** — a working watermill for Tobias the Miller. Turn wheat into flour here.
- **Market Green** — cobbled square with stalls and a fountain; Nesta's shop and Arlo's bank face it.
- **Lock & Barges** — Bargee Hollis and Lockkeeper Fen; barges drift through the lock.
- **Duck Pond island** — Duck-Herder Molly, plus ducks who absolutely run the place.
- **Willow Weavers** — Ada's workshop under giant willows, a quiet corner with benches.
- **Wheat Farm** — today's new farm, moved to the north edge with a farmhouse.

Fun things to do

- **Duck Herding** (daily): guide Molly's ducks back to the pond before they 'borrow' the market's bread. Prize: feathers and coins.
- **Sluice puzzle**: open the gates in the right order to make the wheels turn — the old riddle stone, given a real job.
- **Barge ride**: a short scenic trip through the lock (no fare; Hollis accepts compliments).
- **Fishing jetty** with river fish, and reed beds for crafting baskets.
- **Raft race** on the river at festival time.

Looks and feel

- Willows, reeds, lily pads, swans, lanterns along the bank, flower boxes, smoke from chimneys.
- Wheels and water visibly turning; mist over the sluice at dawn.

What stays exactly the same

- All 9 people, the bank, the shop, the quests, the hidden cache and the riddle stone.
- Roads in and out connect to the same places. Saved characters standing in Willowdam are moved to the nearest street.
- The bots re-walk and re-test the whole town before it's called finished.